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MAXIMUM

THE VIDEO GAME MAGAZINE ISSUE 2 £3.50

VIRTUA FIGHTER 2

SEGA'S ARCADE MASTERPIECE HITS THE SATURN!

SEGA RALLY • TEKKEN 2 • DOOM • X-MEN • FIFA '96 • HEXEN

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It's why the shoes have spikes. **Lose your footing on** these undulating fairways and uneven greens, and it's a long walk back to the top. PGA TOUR® 96 reaches new heights of excellence and authenticity. Join 14• of the world's greatest golfers in a test of sheer skill, on genuine championship courses that even a sherpa would think twice about tackling.

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* Not available in all versions

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THE CONTENTS OF

MAXIMUM

THE VIDEO GAME MAGAZINE ISSUE 2

MAXIMUM ***EXTENDED PLAY***

VIRTUA FIGHTER 2 *PAGE 6*
Saturn Fighting Action Game by AM2
January 1996 Release, £49.99
MAXIMUM predicted that this could well be the greatest fighting ever, and oddly enough we were proved right. The enormous VF2 coverage starts this month with features revealed and in-depth portraits on Pai, Akira, Lion, Jeffry and Jacky.

HEXEN *PAGE 20*
PC 3D Arcade Adventure by Raven/id
October 31 Release, £39.99
The original Heretic was a classic in our opinion, but nothing can prepare you for the awesome nature of its sequel, the incredible Hexen. Ready yourself for the best possible coverage of this awesome PC classic!

SEGA RALLY *PAGE 30*
Saturn Road Racer by AM3
January 1996 Release, £49.99
Sega are certainly getting their acts together when it comes down to arcade-perfect coin-op conversions. Sega Rally arrived in this office this month and it's set to go down in history as one of the best driving games... ever!

KING'S FIELD 2 *PAGE 44*
PlayStation 3D Role-Playing Game by From Software
Out Now in Japan
Normally we steer clear of imported PlayStation software, but the lack of interesting official releases coupled with the sheer brilliance of this Japanese RPG simply demanded that we cover this game.

STREET FIGHTER ALPHA *PAGE 51*
Arcade Fighting Action Game by Capcom
Current Release
The coin-op has gone down as a classic and in this Extended Play follow-up, we chase down every single cheat mode and special code for this Capcom classic - Akuma, Dan and M Bison are fully revealed.

DOOM *PAGE 56*
PlayStation 3D Shoot 'Em Up by Williams/id
Out November, Price £49.99
A shorter-than-usual Extended Play feature (basically because Doom is such a known quantity to any self-respecting gamer), but rest assured, the PlayStation conversion of the id classic is well worth a look...

X-MEN: CHILDREN OF THE ATOM *PAGE 62*
Saturn Fighting Action Game by Capcom
Early 1996 Release, Price Unconfirmed
The Sega Saturn seems to be getting more than its fair share of the near-perfect arcade conversions this month - X-Men is a classic release (of that there is no doubt) and we have the greatest coverage.

FIFA '96 *PAGE 72*
PlayStation 3D Football Game
Price Unconfirmed, Release December
Another Capcom classic (this time for the Sony PlayStation) featuring the most bizarre range of fighting characters ever assembled! For decent game-starved PlayStation owners, this is definitely a classy product...

PULSTAR *PAGE 84*
Neo Geo Sideways Scrolling Shoot 'Em Up by Aicom
Price Unconfirmed, Release November
Just the one new Neo Geo release this month, but it sure is a classy blaster. Pulstar combines the gameplay or Irem's classic R-Type with super-detailed computer-rendered visuals. Awesome stuff.

TEKKEN 2 *PAGE 94*
Arcade 3D Fighting Action Game by Namco
Current Release
Rounding off our impossibly large Extended Play section this month is part two of our unmatched Tekken 2 coverage. While other publications totally ignore this incredible game, **MAXIMUM** provides you with the most in-depth coverage ever seen outside of Japan.

MAXIMUM ***CLOSE-UP***

WIPEOUT *PAGE 78*
PlayStation 3D Racing Game by Sony Interactive
Current Release, Price £44.99
How could we ignore the star of issue #1 and the fastest-selling game when the PlayStation was released. Check out our fool-proof techniques in getting fast starts, skipping to the Rapier class and behold the hidden track!

TEKKEN *PAGE 82*
PlayStation 3D Fighting Action Game by Namco
Current Release, Price £49.99
An in-depth look at the newly released Tekken. Discover the full range of hidden options and learn to access the super-hidden Devil Kazuya.

KING OF FIGHTERS '95 *PAGE 92*
Neo Geo Fighting Action Game by SNK
Current Release, Price £59.99
A full lowdown on the hidden cheats found within the classic King of Fighters '95, including a section on how to play as the bosses: Rugal and Saisyu.

MAXIMUM ***REGULARS***

NEW GAMES... PLACES... EVENTS... *PAGE 114*
The biggest news section in the industry is packed with yet more intriguing journalism. **MAXIMUM** scoops the world and talks directly with Nintendo of Japan *before* the official launch of Ultra 64! Virtua Cop! SNK games come to Saturn! Full JAMMA and PlayStation Expo reports! BioHazard - Capcom's incredible new PlayStation epic! ThunderHawk 2! There's 34 pages of news awaiting you - the discerning reader.

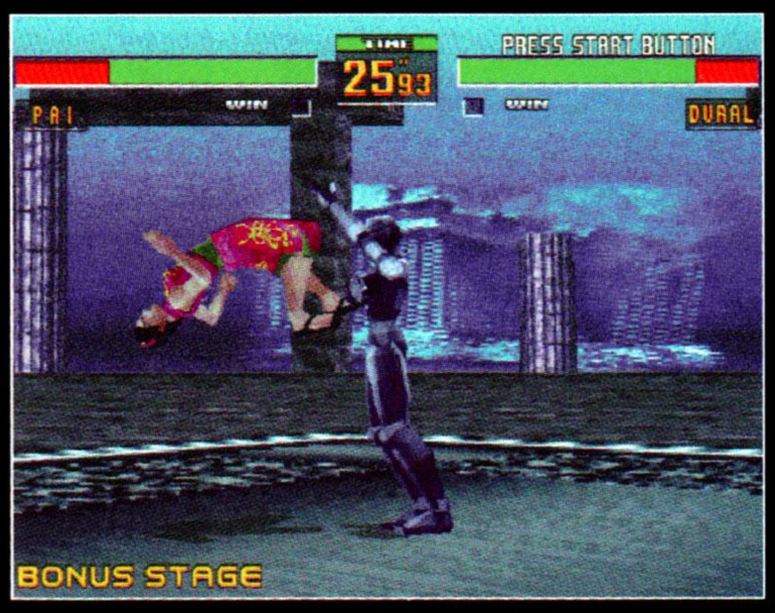
REVIEWS *PAGE 142*
What games are worth the money - and which are utter tripe? **MAXIMUM**'s uncompromising reviews style (no "78% - recommended to fans of the genre" shite here) is put into execution on the latest next generation releases.

CORRESPONDENCE REQUIRED
MAXIMUM magazine aims to be a fully interactive printed experience, which basically means that we want your letters. Points about the magazine and the gaming community in general are appreciated, along with interesting questions which we may be able to answer.

VIRTUA FIGHTER 2 - The second World fighting tournament has begun!!

THE ULTIMATE 3D FIGHTING ACTION GAME!

- *Even more exciting than it's illustrious predecessor!*
- *The Saturn version even includes Virtua Fighter 2.1 for even more fight action!*



EXTENDED PLAY

SS SEGA

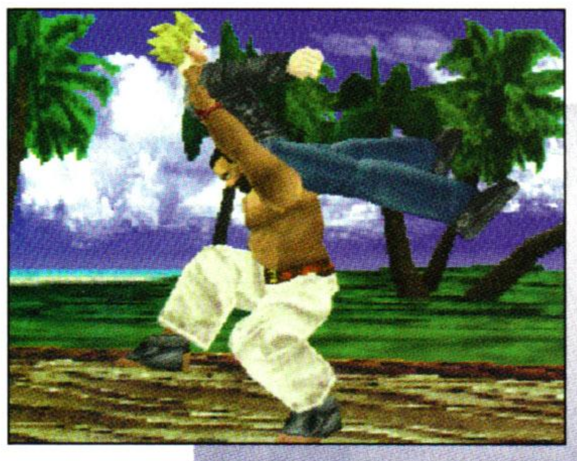
CLASSIC COIN-OP CONVERSION

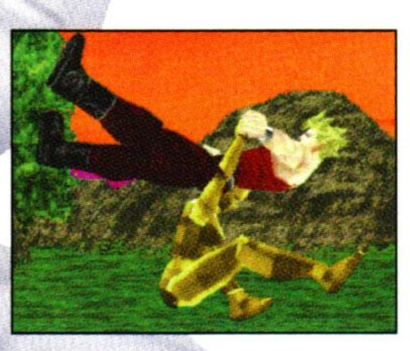
VIRTUA FIGHTER 2

AVAILABLE SOON IN U.K. PRICE UNCONFIRMED

The fight is on to determine the new World's number one fighting champion!

Incredible new features only available on Sega Saturn!!





When work began on the Sega Saturn translation of Virtua Fighter 2, no-one could imagine just how close the conversion would be. AM2's previous work, Daytona USA, had shown that there appeared to be some difficulty in replicated the super-detailed texture-mapped graphics that Sega's Model-2 arcade board boasted. Certain people automatically assumed that Virtua Fighter 2 would be rubbish - mainly because it appeared that the Saturn hardware seemed to be having trouble coping with the far less-detailed conversion of the flat-polygon original.

However, these perceptions changed radically when AM2 Research revealed the Sega Graphics Library - a new series of visual routines designed to make the most out of the Saturn's multiple processor internal architecture. 60 frames per movement was now possible for fully textured 3D shapes. In fact, Saturn texture mapped polygons are as easy to display as flat-shaded polygons when using the SGL, a luxury that the PlayStation doesn't have (although it has already proved its credentials in the 3D fighting game arena with Namco's Tekken).

VIRTUA FIGHTER 2 - The Saturn version combines VF2 and VF2.1 in one game!!

From March of this year onwards, AM2 revealed new Virtua Fighter 2 demos on a monthly basis, all of them running at 60 frames a second and all of them boasting a level of 3D detail never seen before on a home console system. VF2 was on its way - and it was going to be awesome.

And now it's here and it's far better than we ever believed possible. The JAMMA Show version was the first we received and although silky-smooth and lovely, it lacked effective replays and general close-up zooming frivolity. The near-final version is now in our possession and features totally new characters (which look tons better than before) along with all the replays, victory taunts and options that you could possibly hope for. Make no mistake - this is the most incredible combat game around at the moment.

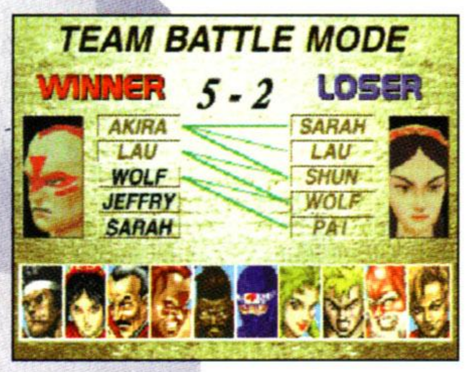
This feature is just the beginning of the coverage we have planned for Virtua Fighter 2. There are ten characters in all (bar Dural) and we have divided them into two groups for our purposes. This month we'll be looking in detail at the basic features of the game along with characters Jacky, Akira, Jeffry, Pai and Lion. The balance of the fighters and more in-depth features will be addressed in **MAXIMUM** issue #3, where Shun, Lau, Wolf, Kage and the frankly vicious Sarah will be explored in the kind of depth that only we provide.

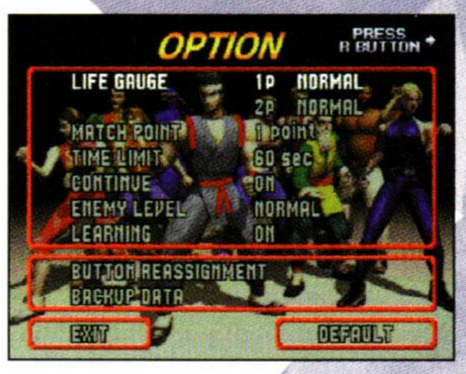
SUPER HI-RES ACTION!

Although **MAXIMUM** doesn't like to get bogged down in pointless technical detail, we couldn't pass up on the opportunity to inform our readers on the game's unprecedented graphical merits.

Virtua Fighter 2 runs on the Saturn's highest graphical resolution, with an interlaced screen. This means that the entire display flickers ever-so-slightly, but this is only because the game's visuals operate on a level higher than the average monitor or domestic TV. It would be fair to say that you won't know just how utterly awesome Virtua Fighter 2 looks until you have it running on your screen at home. And even then, you might have trouble believing what you're seeing. If you thought that Virtua Fighter Remix looked good... well, prepare to reset your standards.

Close-up action of Jeffry using his Face Grasp technique on a hapless Akira. Updating the screen every 60th of a second (50 on the PAL version), VF2 features stunningly smooth combat action at an unbelievably high resolution.





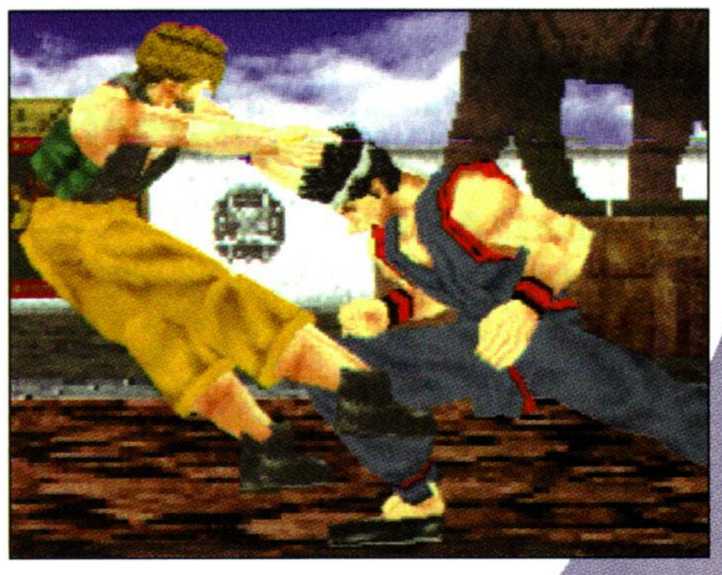
A selection of the options available in Virtua Fighter 2 - from left to right, the Versus Mode, Team Battle Mode and VF2's incredibly comprehensive options screens - the best yet in a Saturn fighting game.

Comprehensive two-player battle options increase longevity!!

TWICE THE SPEED OF VIRTUA FIGHTER!

Despite the sheer amount of extra work the Saturn's CPUs are put through in maintaining VF2's high-resolution and texture-mapped supremacy, the game runs at a rock-solid 60 frames a second. In other words, the game cannot physically be any smoother, because monitors only update the screen every 60th of a second.

If this technical stuff is mystifying, suffice it to say that the sequel runs twice as smoothly as the original Virtua Fighter - both in the arcades and on the Saturn (and that includes the Remix edition as well).



More close-up high-resolution action from Virtua Fighter 2 as Akira (left) and Kage (below) perform some of their older throwing techniques against newcomer Lion Rafale.

THREE TIMES THE MOVES!

When Sega started to push Virtua Fighter Remix, they were at pains to point out that there game had the most moves of any home next generation console game (although we feel Tekken may be very close). Well, Virtua Fighter 2 has nearly three times as many moves, clocking in with around 2,000 different techniques, as opposed to VF1's "paltry" 700.

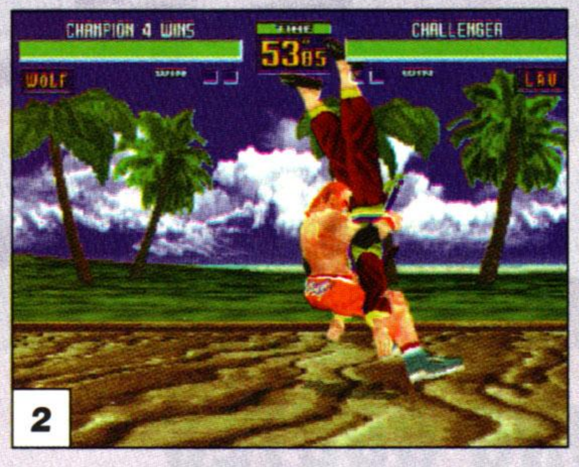
The sheer amount of moves caused a severe headache when it came to converting the game onto Saturn. With VF1, the motion capture data could be ported across with only small modifications. For the sequel, AM2's programmers had to design super-swift technique compression programs. This did put the game's smooth update into question during development, but we can report that VF2 remains every bit as smooth as the arcade original, despite having far, far less internal memory.

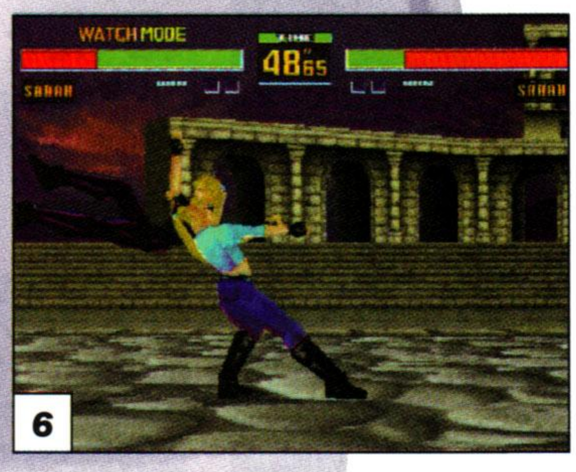
The 2,000 movements aren't just the techniques pulled off using the joypads - fighters now reel back from certain attacks and there are far more movements just for falling over and getting back up again. All of this provides a far more realistic gaming environment.

BEST OPTIONS EVER?

There's not one - but *two* options screens in Virtua Fighter 2! All of the options from the first game are in there (changing energy bars, amounts of rounds and what have you) along with a second options screen that allows you to select which music you want (original arcade and remixed) along with which version of the game you desire! Yes, both Virtua Fighter 2 and the Japan-only upgrade Virtua Fighter 2.1 have been coded in. Additionally, LEARNING ON/OFF allows you to stunt the growth of the CPU player, who learns any particularly great combos you pull off (if the option's on, that is). Of course,

Can anyone beat the unrivalled mastery that is Virtua Fighter 2?





A whole host of different game variations are evident when you boot up Virtua Fighter 2. The original game benefited from the inclusion of a Versus Mode, but AM2 have gone much further this time.

1. ARCADE MODE

As close a conversion of Virtua Fighter 2 as you could hope for, with only a small number of minor compromises evident in the conversion.

2. VERSUS MODE

Much like Arcade Mode, specialising in two-player battles. Unlike the Arcade Mode, the player can change characters after winning.

3. EXPERT MODE

The Arcade Mode CPU player is easy to defeat - Expert Mode is initially tougher and the CPU learns from its mistakes. It also memorises effective combos you use against it and repeats them against you! As you get better at VF2, so does the CPU player.

4. RANKING MODE

Have your VF2 skills evaluated by AM2's custom-written program! You are judged on the number of stages you clear, the time you take and your style of play. Expert moves, combinations and reverse attacks glean extra points.

5. TEAM BATTLE MODE

The best addition by far - play against the CPU or another player. Choose five fighters and participate in elimination bouts in a King of Fighters style.

6. WATCH MODE

A specific mode of the game designed to showcase Virtua Fighter 2 at exhibitions, Watch Mode features two CPU-controlled players slugging it out.

MORE REALISM

There can be no doubt that Sega are the undisputed innovators in the 3D beat 'em up field. They were there first with motion-captured 3D play with the original Virtua Fighter and were also the first with more realistic, texture-mapped visuals (although Namco were literally weeks behind with Tekken). As well as the more obvious graphical attempts at realism, Sega also innovated the field with other additions that made VF2 even closer to reality.

Notice the way that the fighters in VF2 maintain eye contact, even down to looking over their shoulders when opponents slips past. AM2 had an entire team writing these routines specifically for the Saturn version and were keen to adhere to reality - you won't see any heads positioned 180 degrees to the body, for example! As well as lateral movement, fighters can also look up at jumping opponents or down at crouching foes or defeated adversaries.

JAPANESE RELEASE DATE CONFIRMED

After months of silence, AM2 have finally settled upon a release date for the final version of Virtua Fighter 2. Japanese fans will be queuing for miles on December 1, when the most wanted game in recent history will be released. At the time of writing, pre-orders for the game in Japan total a staggering *1.5 million copies*!As you might probably imagine, there's still no news on a UK release, but January or early February would be an educated guess.

AKIRA YUKI

VIRTUA FIGHTER 2 - Character Profile

● **COUNTRY** *JAPAN* ● **SEX** *MALE* ● **BIRTHDAY** *SEPTEMBER 23* ● **AGE** *26*
● **BLOOD TYPE** *O* ● **HEIGHT** *180 cm* ● **WEIGHT** *79 kg* ● **FIGHTING STYLE** *HAKKYOKU-KEN*
● **JOB** *KUNG FU TEACHER* ● **HOBBY** *KUNG FU*

Hakkyoku-Ken is a recent martial art developed by Akira's father, the aim being to increase the combat effectiveness of the Japanese infantry during the last war. In its pure, distilled form, Hakkyoku-Ken is all but extinct - only Akira uses this art. Young, inexperienced and short-tempered, Akira's attitude was not complementary to his art and this counted against him in the first Virtua Fighter tournament, where he was humiliated by Kage-Maru (a somewhat unlikely turn of events in our opinion).

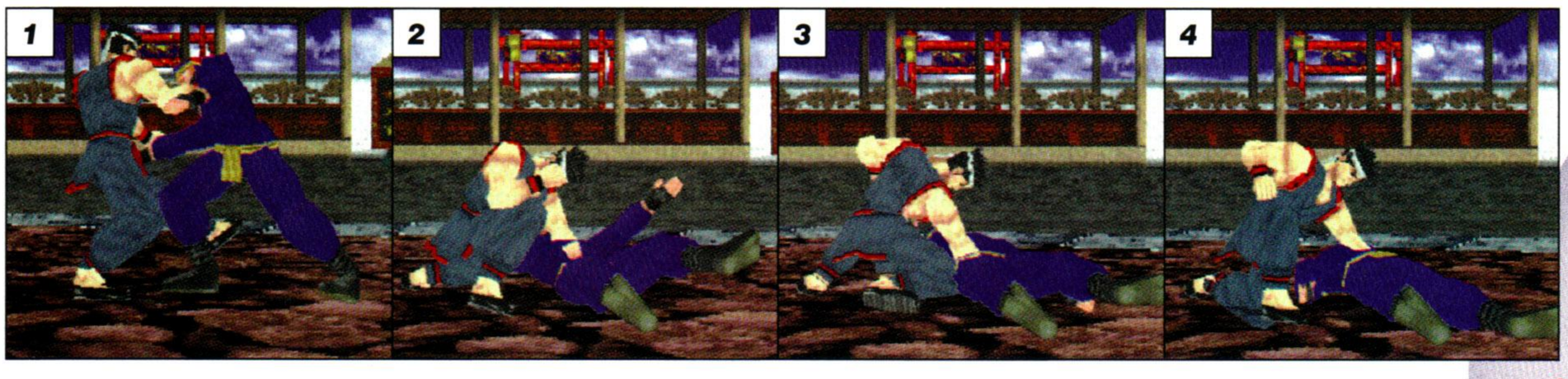
Let there be no doubt - in the hands of an experienced player, Akira is easily the most powerful character in Virtua Fighter 2. Fighting at close-range, he has a range of throws which are second to none. He can break through an opponent's guard with ease and leave them sprawling. A range of punches, palm strikes and kicks are at his command which make him by far the most versatile character in the crowd. Curiously enough, his only real rival in this area is his arch-enemy Kage...

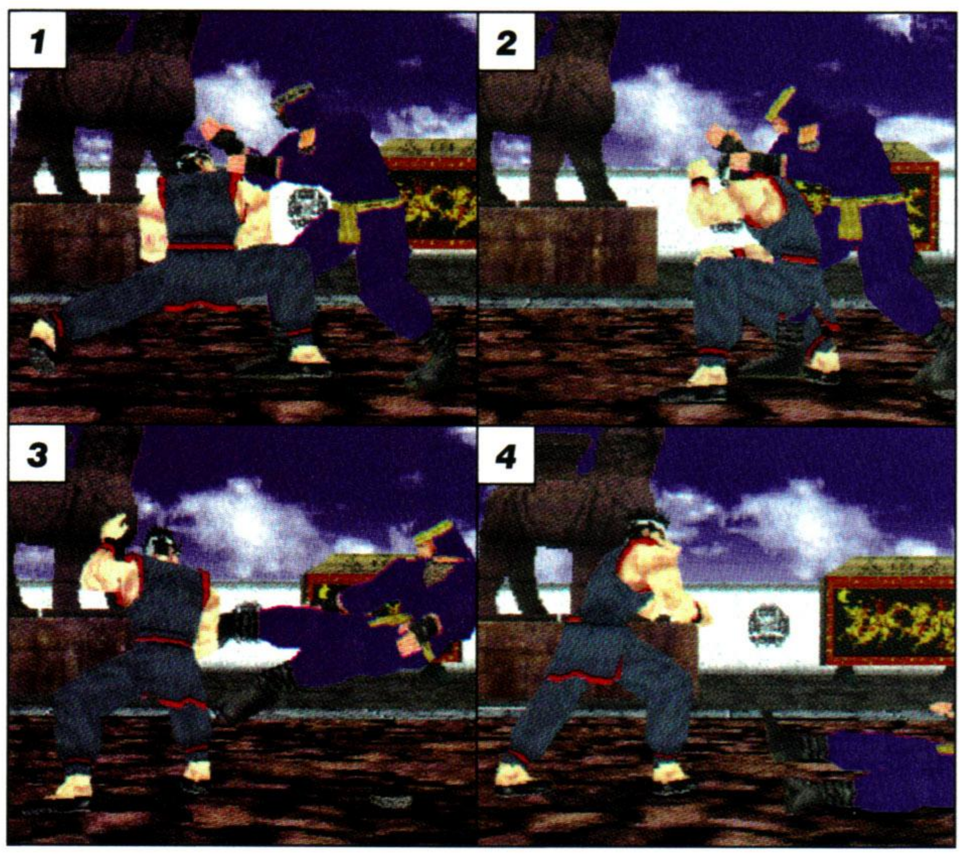
Akira only seems to have the one weakness - the sheer power put into his special moves means that should he miss, he is left vulnerable for a longer space of time than his opponents.

Of all the characters in Virtua Fighter 2, Akira is the guy who has been most enhanced. Expect an Akira player to win any arcade (or Saturn) experts' challenge.

SEQUENCE RIGHT - Akira didn't have a P+G throw in VF1. He does now, tripping and repeatedly punching his adversary. This represents just one of the ways that AM2 have made their star character easier to control. More expert players should try to use one of Akira's more complex attacks.

SEQUENCE BELOW RIGHT - Many of Akira's deadliest attacks originate from behind - use DB-P+G to initiate this manoeuvre. Follow up with a mid-kick and finish off with dashing charge or an elbow strike.

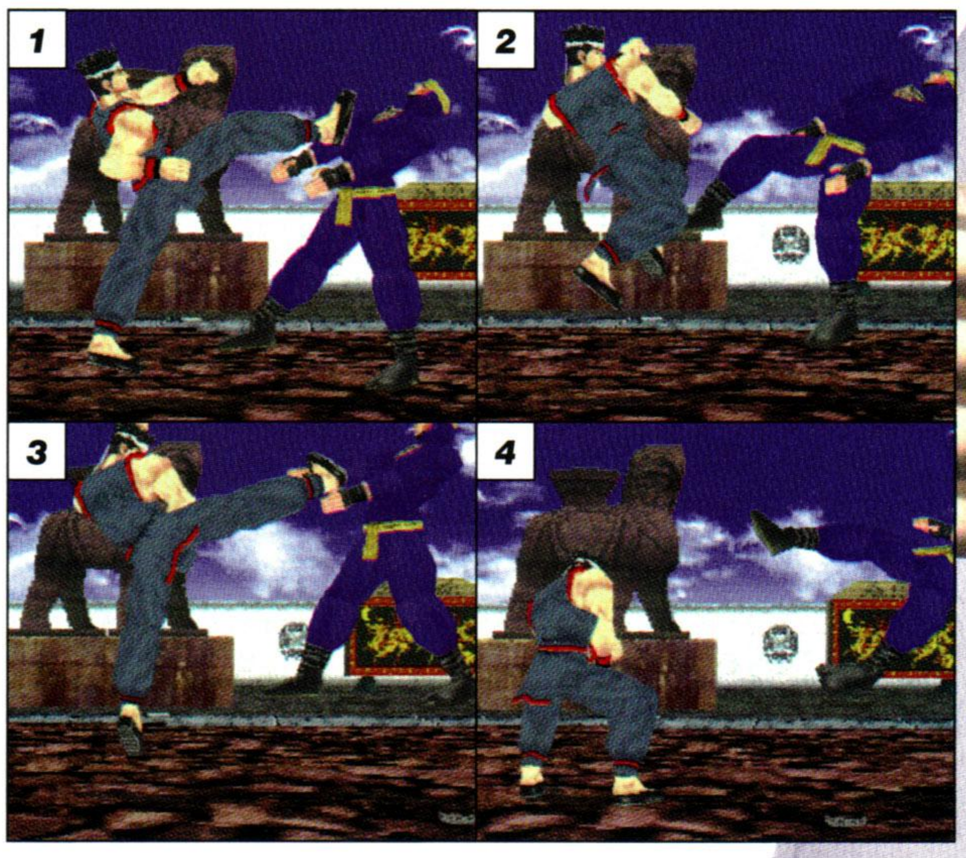




WINNING QUOTES

Ju-nen hayainda-yo!

You need another ten years to challenge me!
O-sha!
Ora, ora, ora!



SEQUENCE ABOVE - An old move but just as devastating as ever it was - Akira's dashing charge (B-F-F-P+K)

SEQUENCE RIGHT - Akira's double jumping kicks are still executed with F-F-K-K, and just like the first game they cause huge amounts of damage, but leave Akira vulnerable if the blows are blocked or dodged.

EXTENDED PLAY

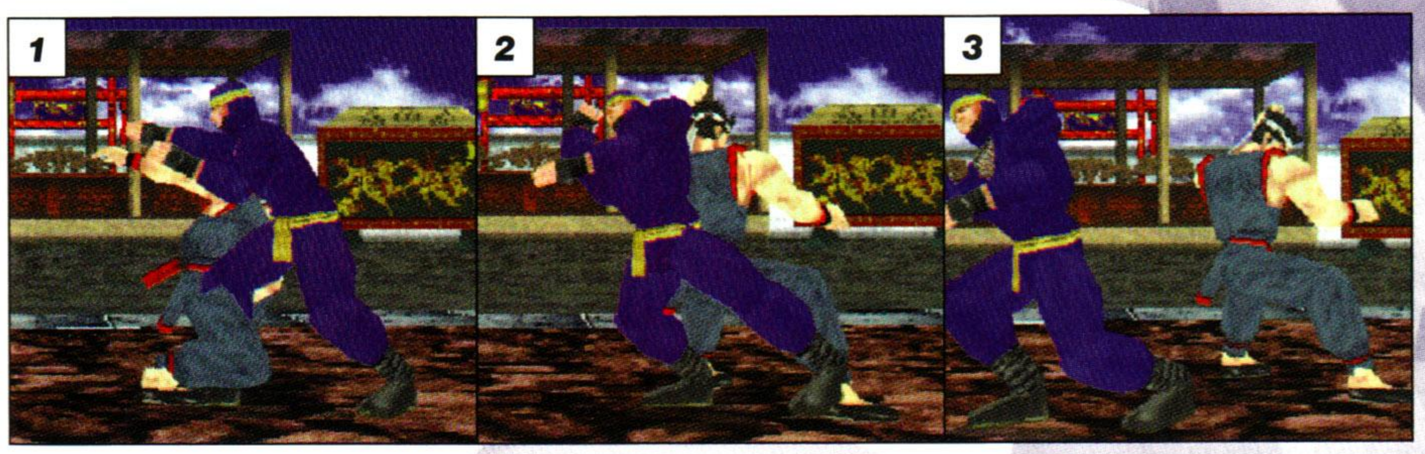
LOSING QUOTES

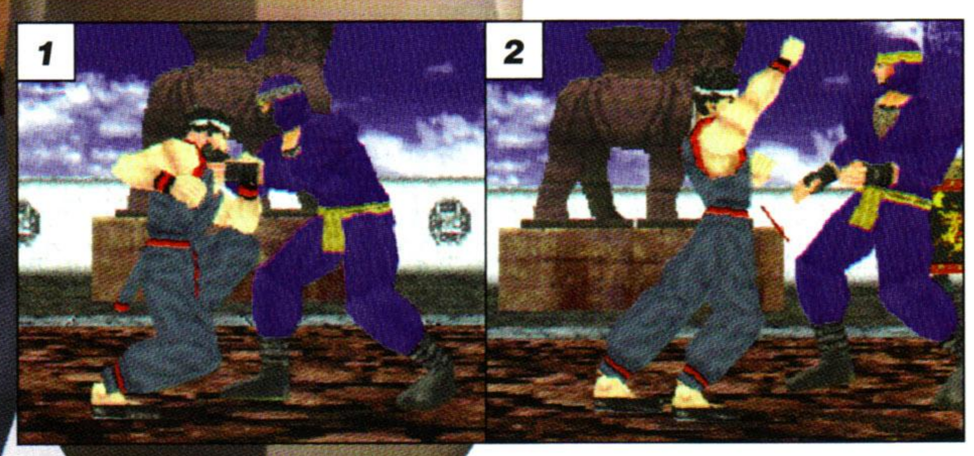
Motto kou-fu wo tsumanaku-tewa!

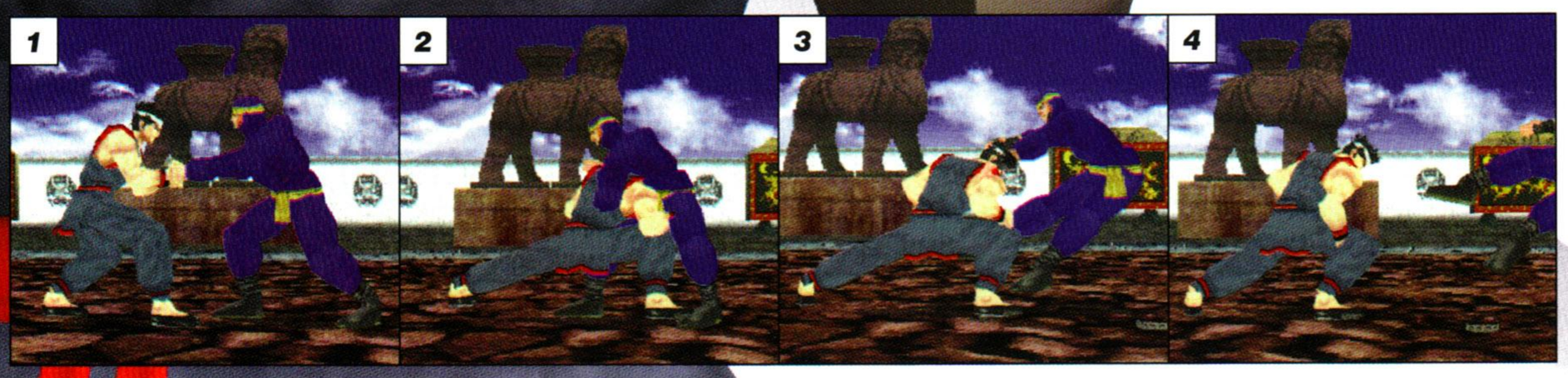
I have to train more!

Ju-nen hayakatta-ka!

I need another ten years!







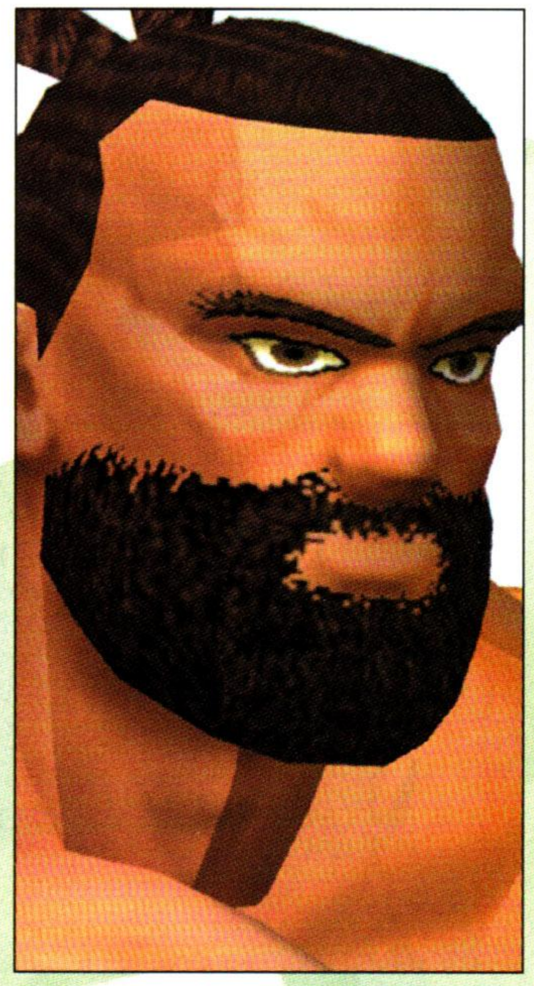
SEQUENCE ABOVE - The most amazing new throw - the Close-In Ram - executed with F-B-F-P+K.

SEQUENCE LEFT - DF-DF-P produces this power uppercut that sends opponents sprawling.

SEQUENCE BELOW LEFT - Another old Akira throw returns in VF2, try DB-F-P to pull off this particular technique. Difficult, but extremely effective in the hands of an expert player.

JEFFRY McWILD

VIRTUA FIGHTER 2 - Character Profile

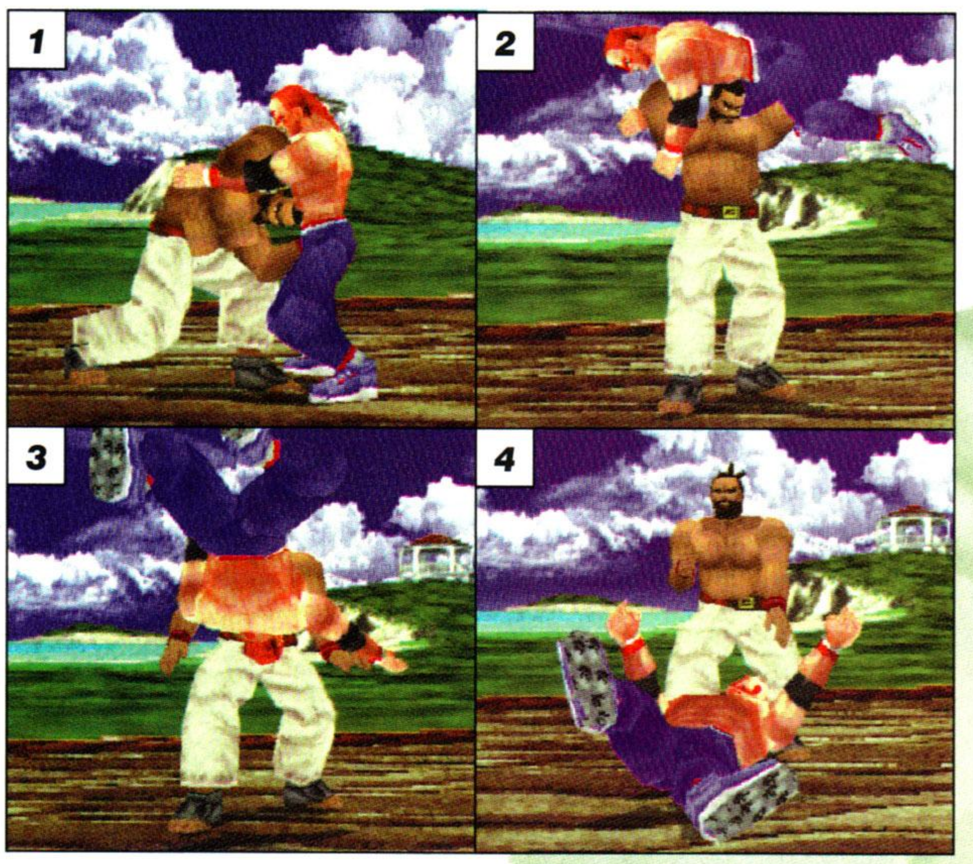


● **COUNTRY** *AUSTRALIA* ● **SEX** *MALE* ● **BIRTHDAY** *FEBRUARY 20* ● **AGE** *37*
● **BLOOD TYPE** *A* ● **HEIGHT** *183 cm* ● **WEIGHT** *111 kg* ● **FIGHTING STYLE** *PANCRATIUM*
● **JOB** *FISHERMAN* ● **HOBBY** *REGGAE MUSIC*

Jeffry is a renowned fisherman on the Australian coast with a reputation for being able to catch absolutely anything in the ocean. That was until the arrival of the eight-metre long Satan Shark which began to terrorise Jeffry and his fellow fishermen. Jeffry realised that only he could defeat the fish and set out to engage the shark in battle. After an incredible ocean fight, Jeffry was defeated - his boat smashed. Although he did not win the first tournament, he received enough prize money to rebuild his boat - which was promptly destroyed again in the next confrontation with the Satan Shark.

Jeffry's entrance into the second tournament is eagerly awaited. His skills have increased two-fold since the first championship and his throws, suplexes and brain-busters are now far more varied and (unbelievably), even more powerful than ever before. As a fighter, he is still very slow at recovering, but Jeffry players will be heartened by a very much faster fighter (even though he's a lot larger than he was in the first game).

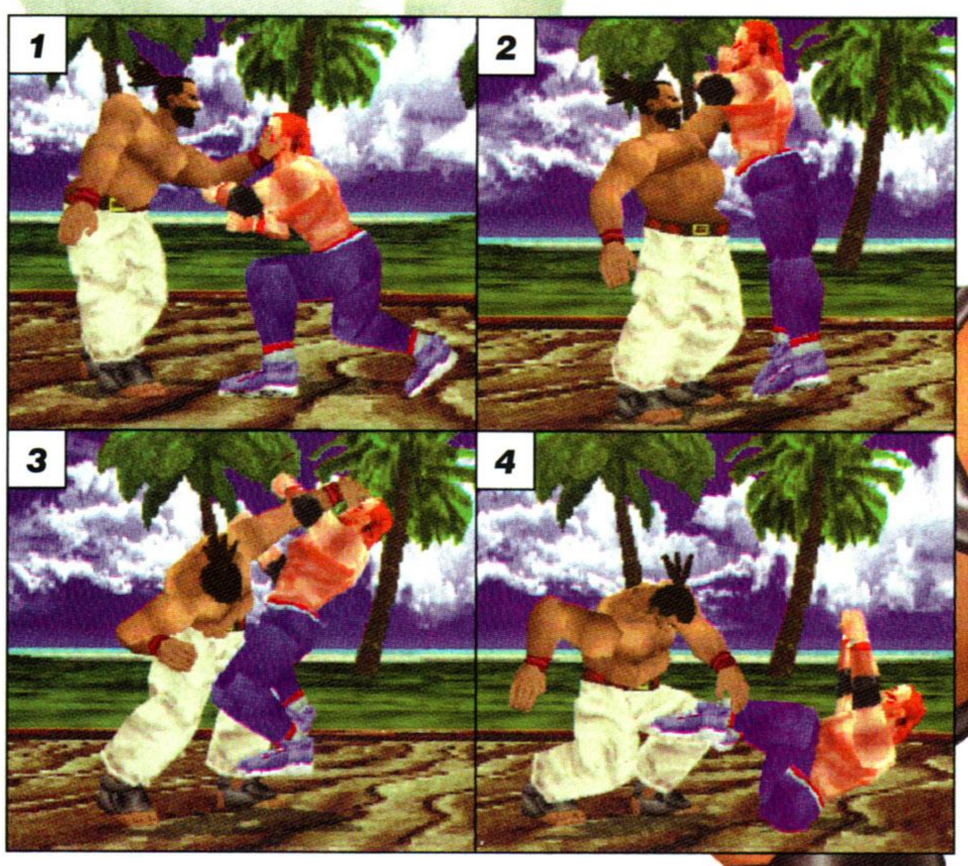
Jeffry is a hot contender for the second Virtua Fighter championship. Physically, he's far more intimidating and couple this with his huge range of fast, deadly techniques and you have a fighter which strikes fear into the hearts of his opponents.



SEQUENCE ABOVE - An old throw, but with a new way to execute it. Jeffry's body press now requires you to press B-P+G - the same as VF1, but with an extra button depression. A small amount of changes to established techniques are evident in VF2.

SEQUENCE RIGHT - D-P on a crouching opponent pulls off the face grasp, which inflicts a fair amount of damage. A staple Jeffry technique.

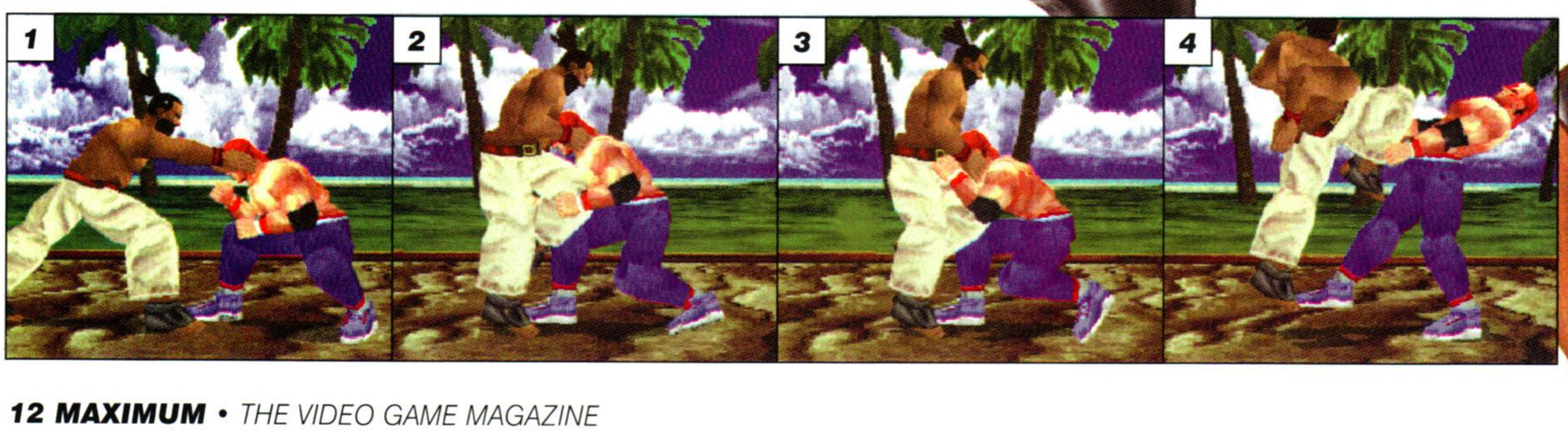
SEQUENCE BELOW - The Machine Gun Knee (D-F-K) is difficult to execute, but stylish in motion. Another Jeffry classic.



LOSING QUOTES

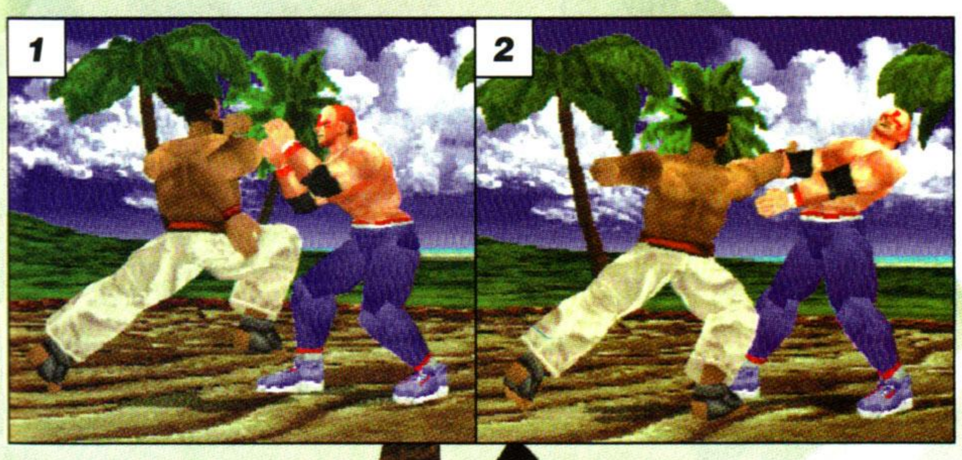
My next adversary is waiting for me!

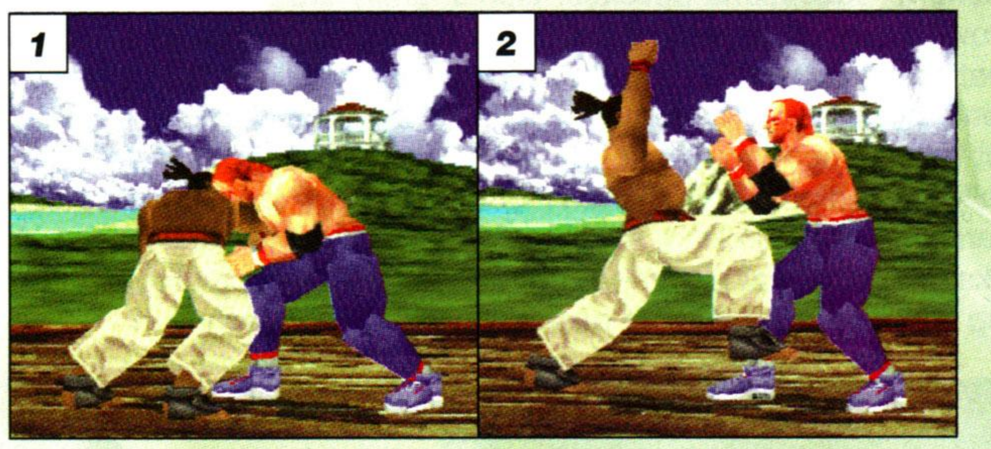
You and I aren't finished yet - I want a rematch!



WINNING QUOTES

I win!!

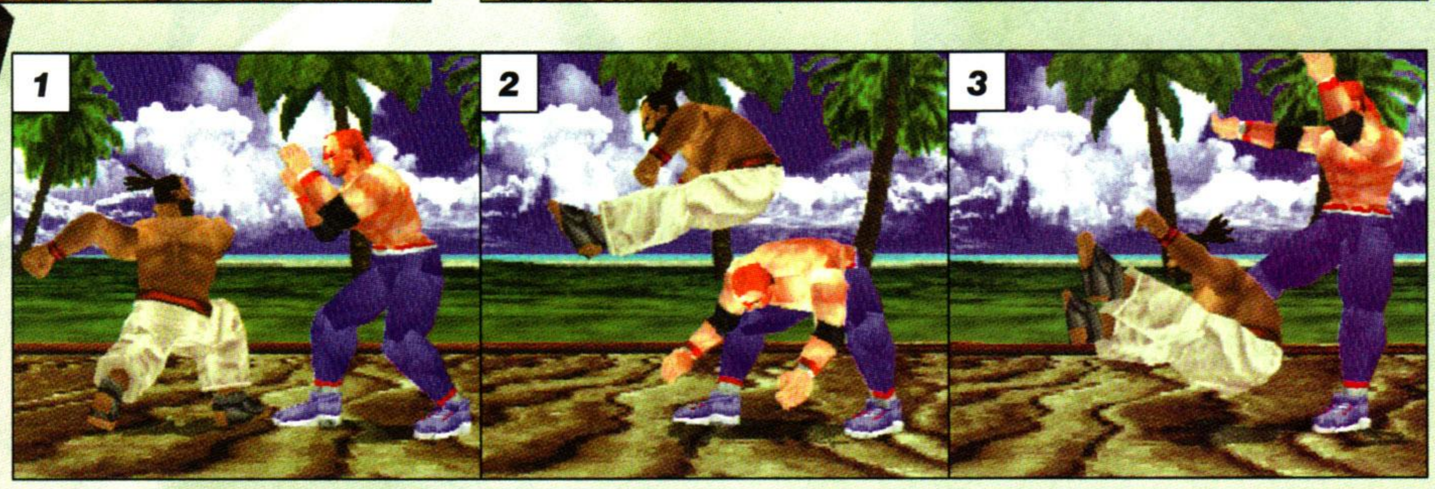




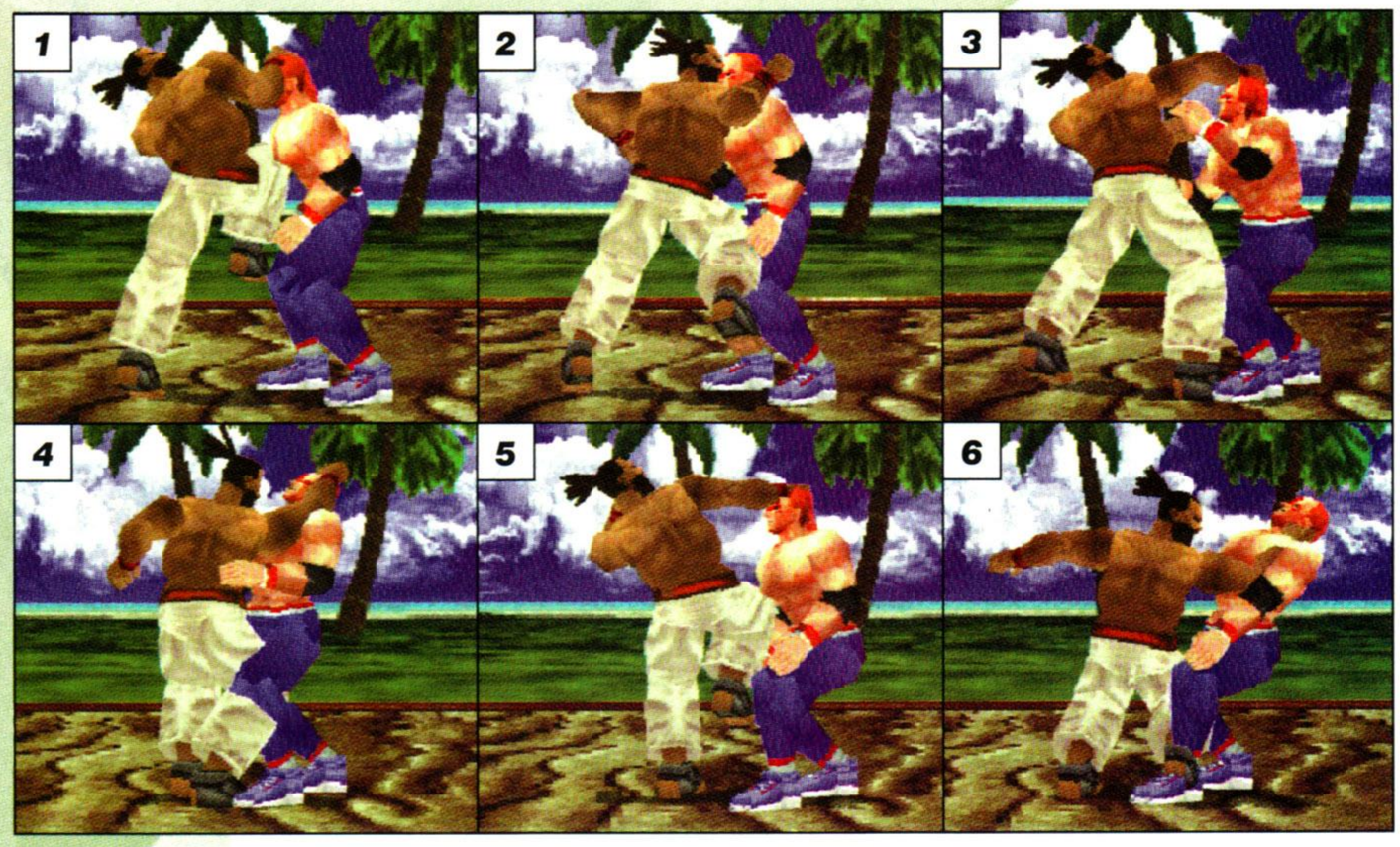
SEQUENCES ABOVE, LEFT - Jeffry has a number of two-hit attacks - D-K-P links a toe-punt into an overhead smash. F-P-B-P starts the move with an elbow.

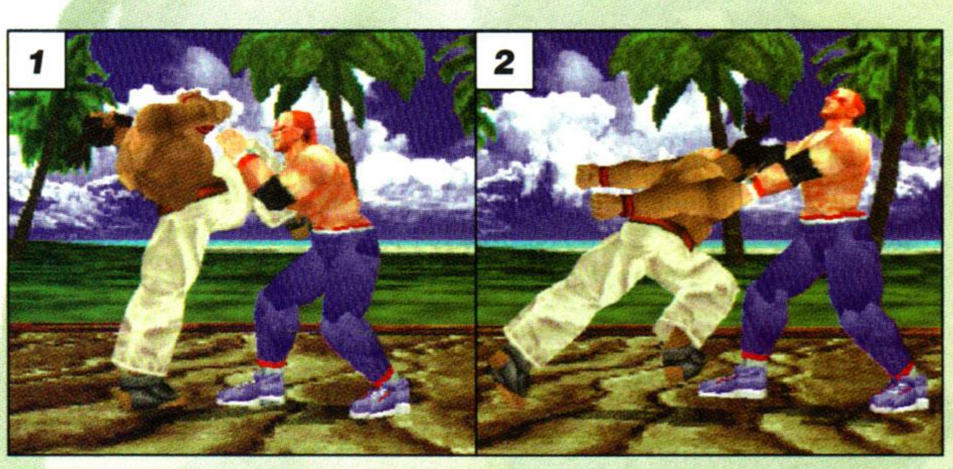
SEQUENCE FAR LEFT - Yet another new Jeffry technique, the Dodging Side Jab - D-P+K.

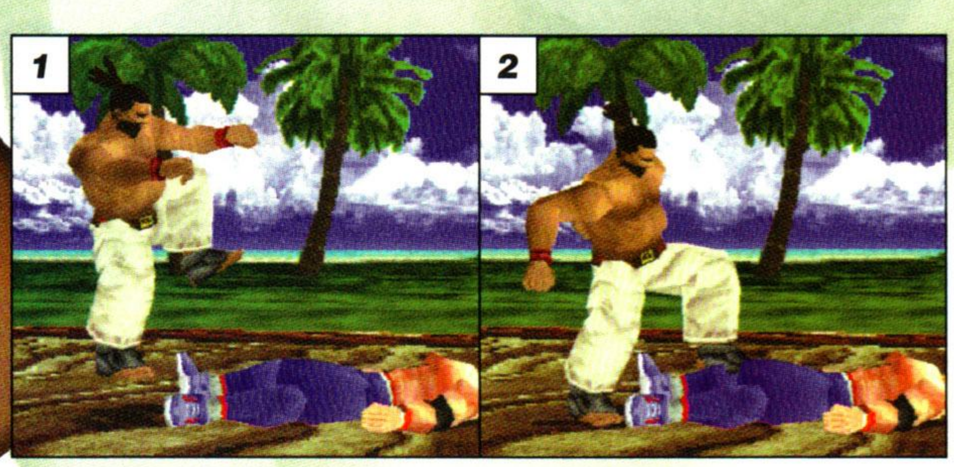
SEQUENCE BELOW LEFT - Pressing G+P+K launches Jeffry's new Flying Butt attack, an interesting technique.



SEQUENCE RIGHT - One of Jeffry's most stunning techniques is the new headbutt manoeuvre (F-B-P+K). Follow this up with a maximum of two extra butts, each executed with F-P+K.



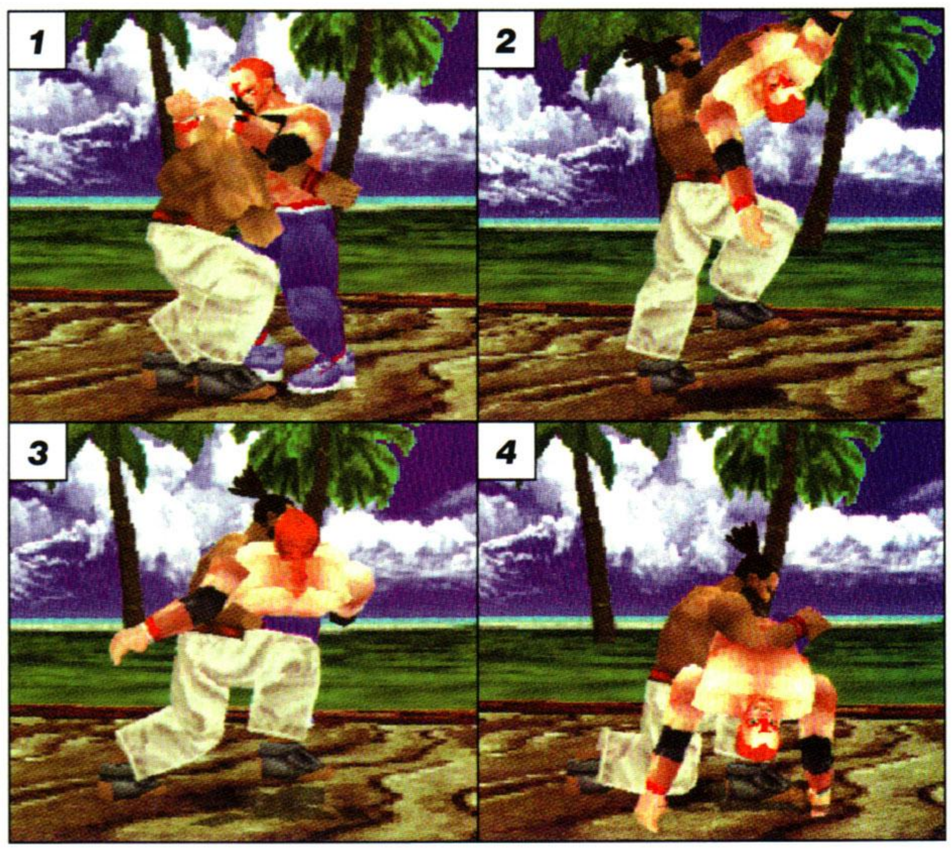




SEQUENCE RIGHT - One of Jeffry's most powerful new moves is his Back Breaker - initiated with B-F-F-G+P+K.

SEQUENCE LEFT - DF-K produces Jeffry's ground stomp technique.

SEQUENCE BELOW LEFT - Another new two-hit combination strike for Jeffry. Nothing absolutely outstanding, but worth adding to your moves repertoire.



LION RAFALE

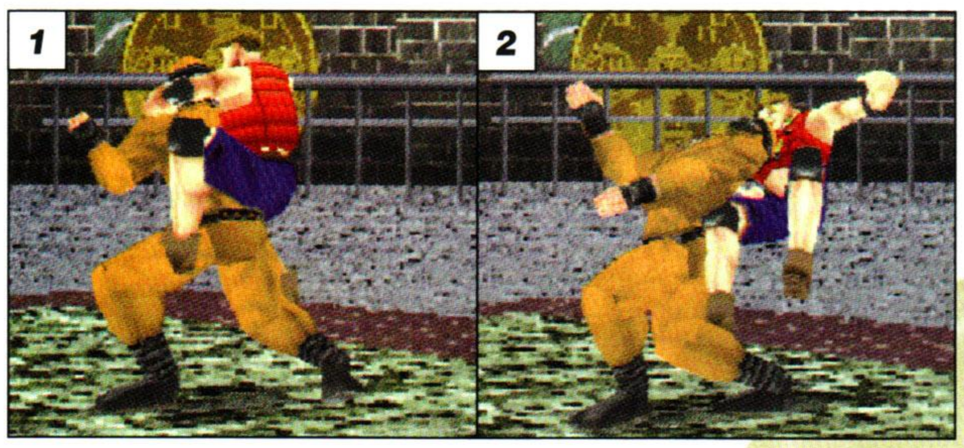
VIRTUA FIGHTER 2 - Character Profile

● ***COUNTRY*** *FRANCE* ● ***SEX*** *MALE* ● ***BIRTHDAY*** *DECEMBER 24* ● ***AGE*** *15*
● ***BLOOD TYPE*** *AB* ● ***HEIGHT*** *171 cm* ● ***WEIGHT*** *61 kg* ● ***FIGHTING STYLE*** *TOUROU-KEN - MANTIS FIST*
● ***JOB*** *HIGH SCHOOL STUDENT* ● ***HOBBY*** *COLLECTING KNIVES*

The Rafale family are one of the most prosperous in France and Lion (pronounced Leon) has thus benefited from one of the most comprehensive educations possible. Lion's family are into power as a concept in a serious way. Although father seems to own an innocent aircraft business, it is in fact a front for a very profitable arms business. A reflection of this preoccupation with power is his father's insistence that Lion learns Mantis Fist kung-fu.

The french student resents his father's interference in his life and seeks to end it once and for all. His father suggested that he should fight for his freedom by entering the Virtua Fighter tournament.

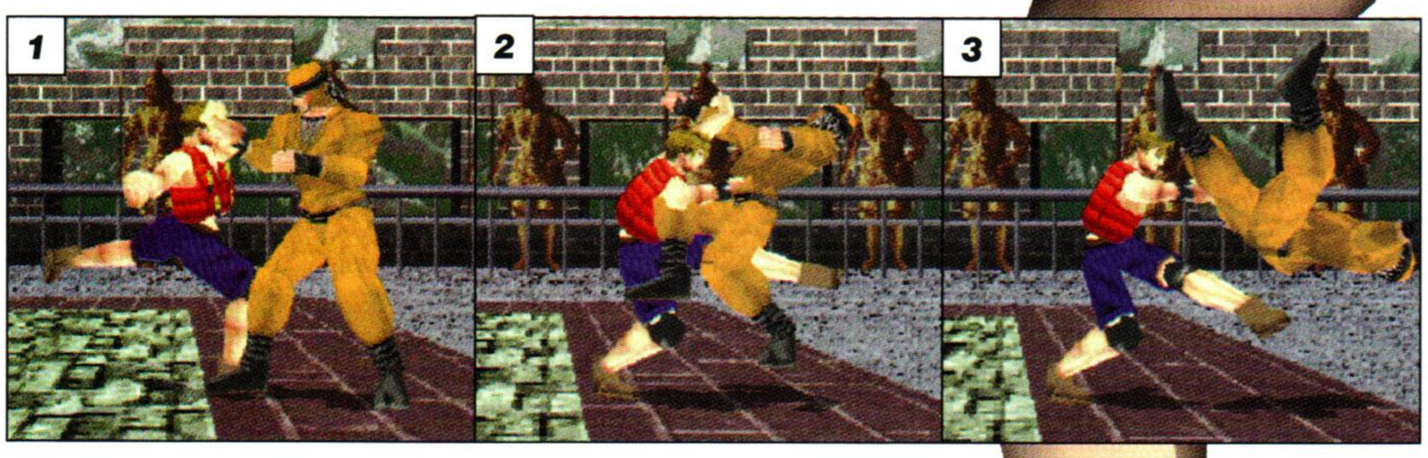
Lion's fighting style initially caused problems to the VF community owing to the fact that his movements are so alien compared to the other characters. He attacks at a lightning speed, but he is quite small. Although this is good when it comes to dodging attacks, it means that his strikes are significantly less powerful than his older opponents. Using hit-and-run strategies using his sheer speed is the best tactic for winning with Lion.



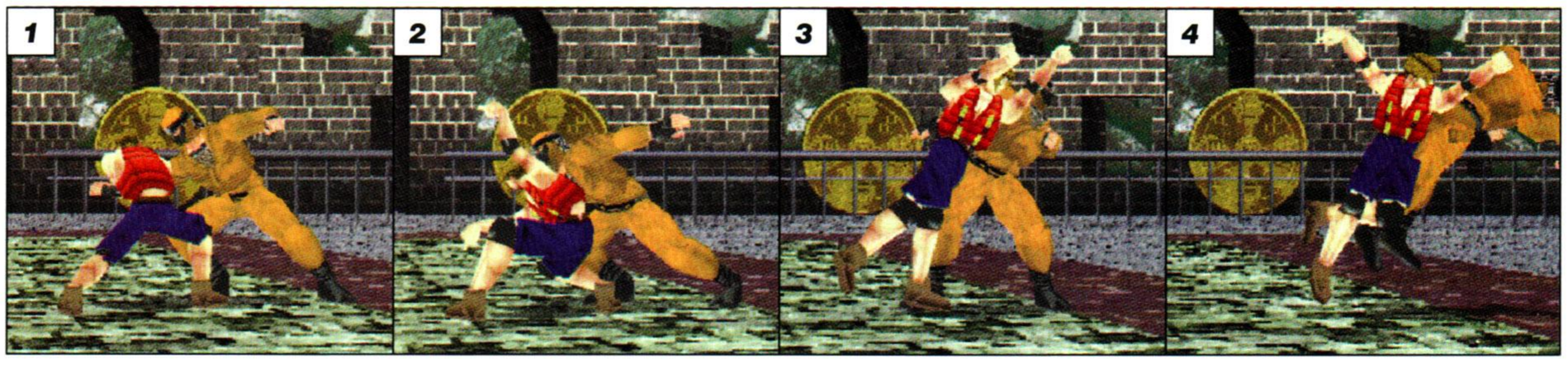
WINNING QUOTES

Think you can win at that level?!

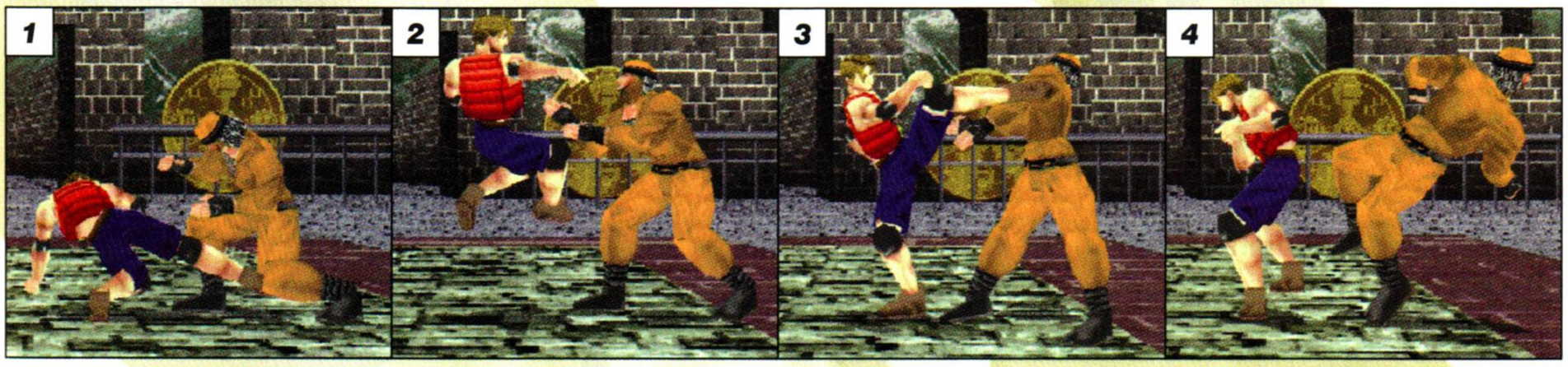
Aren't you about ready to go home yet?!
I don't make a habit to fight the elderly!
What a knucklehead!



SEQUENCE ABOVE AND RIGHT - Lion boasts a total of four impressive throws - a simple P+G trip, an impressive F-F-P+G grab and fling attack and a painful reaping throw (B-P+K). From behind the P+G throw causes Lion to jump on his opponent's back and attack his neck!



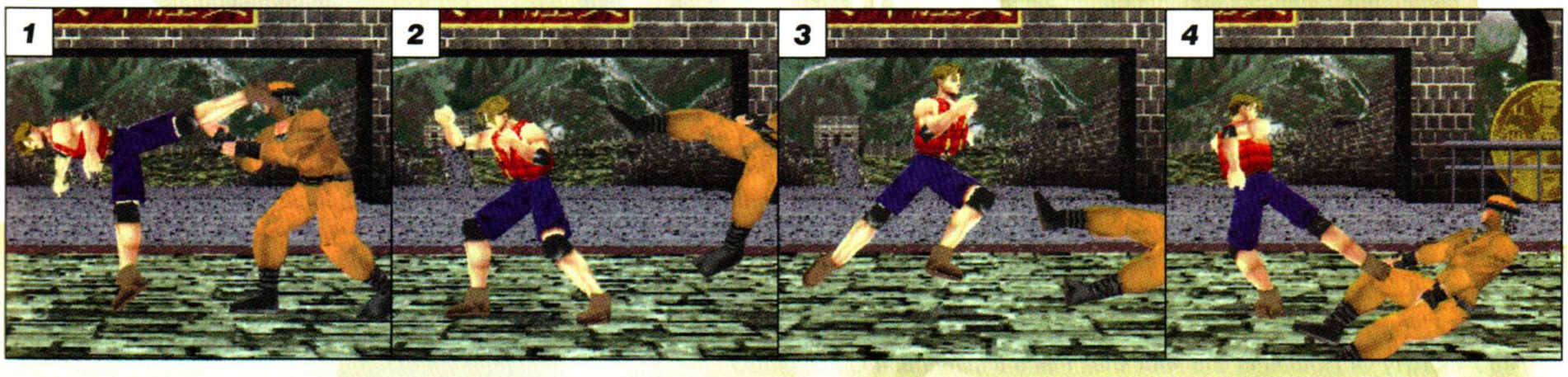
EXTENDED PLAY



SEQUENCE LEFT - One of the Lion's most athletic attacks is this low-sweep into jumping roundhouse technique (D-K-K+G), which is awesome to behold.

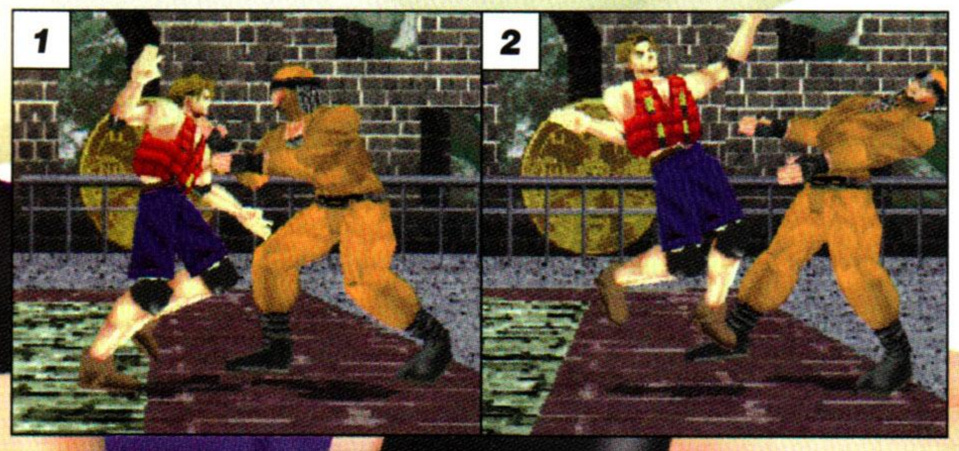
SEQUENCE BELOW LEFT - Lion's reverse attacks are frightening fast - use B-B-P or B-B-K to turn around.

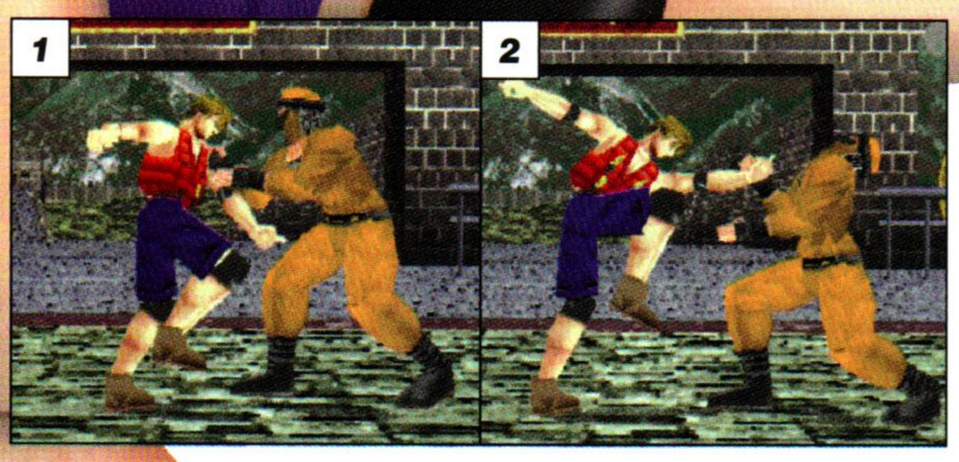
SEQUENCE BELOW - D-K-K produces two lower sweeps, which often catch an opponent when they stagger back or even when they are falling.



SEQUENCE BELOW - Variations on Lion's basic attacks are initiated by holding the G button before pressing a direction and the punch.

SEQUENCE BELOW RIGHT - D-P+K is a simple to execute lower sweep, which trips the opponent dramatically and often leaves them totally open to a pounce manoeuvre.

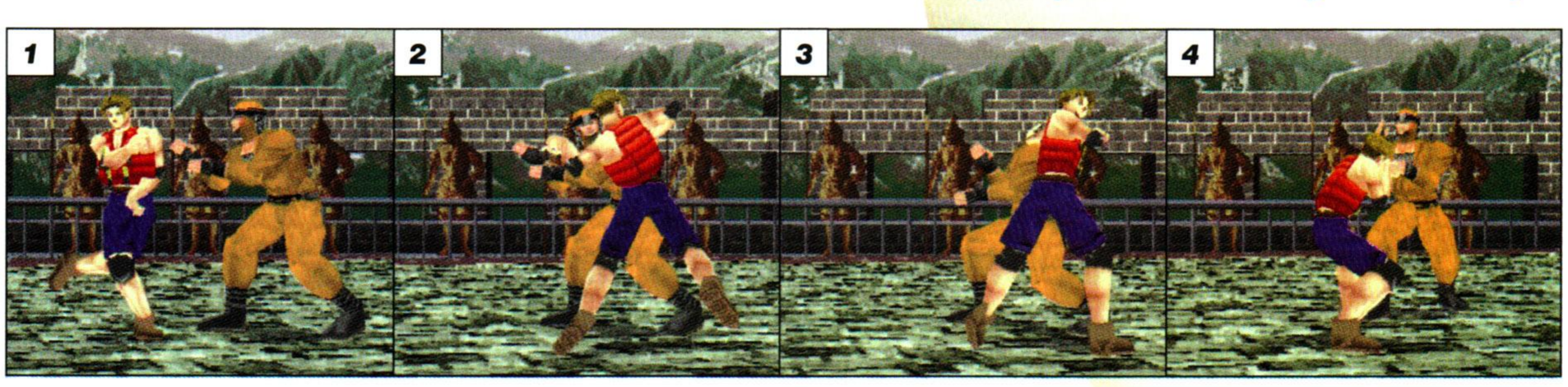


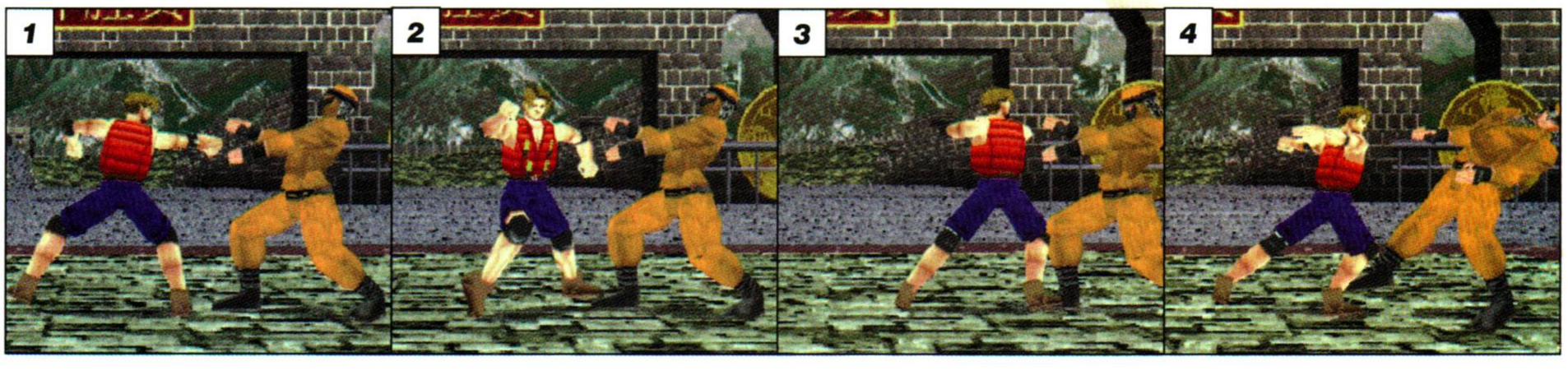


LOSING QUOTES

I want to fight more!

I refuse to believe I'm that weak!
Surely only Richard can fight that badly?!





SEQUENCE RIGHT - Variations on Lion's basic attacks are initiated by holding the G button before pressing a direction and the punch.

SEQUENCE BELOW RIGHT - A lot of Lion's impressive moves are actually simple variants of his basic attacks. For every punch button pressed, you can guarantee that pressing the button again but holding the joypad in a different direction will cause a different result.

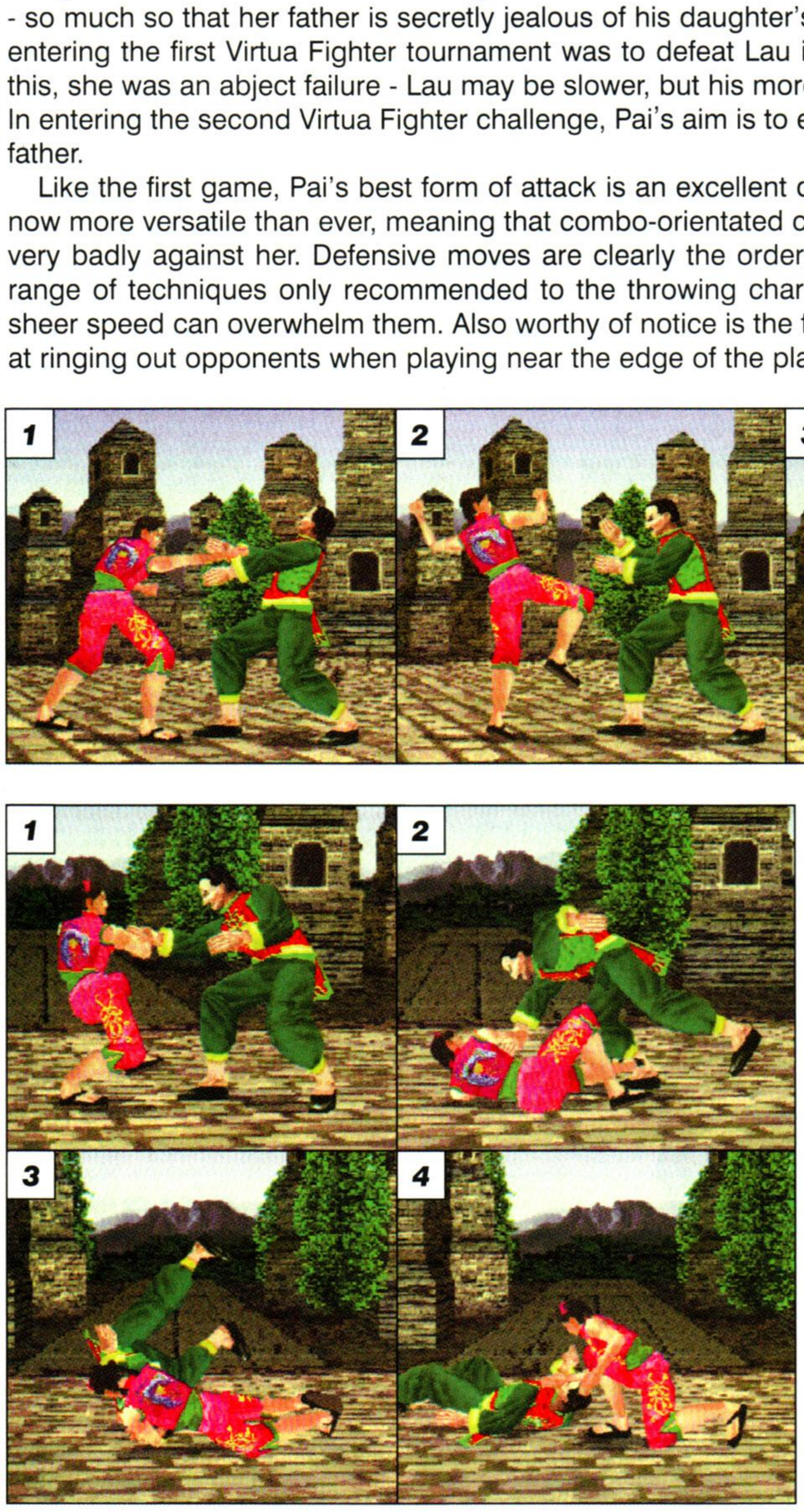
PAI CHAN

VIRTUA FIGHTER 2 - Character Profile

● **COUNTRY** *CHINA* ● **SEX** *FEMALE* ● **BIRTHDAY** *MAY 17* ● **AGE** *19*
● **BLOOD TYPE** *O* ● **HEIGHT** *166 cm* ● **WEIGHT** *49 kg* ● **FIGHTING STYLE** *ENSEI-KEN*
● **JOB** *MOVIE ACTION STAR* ● **HOBBY** *DANCING*

Although Pai is very happy with her life, she harbours many unresolved emotional conflicts with her father, Lau. Having run away from home at 16 when her mother died, Pai became an action star in Hong Kong martial arts movies. The training she received in the martial arts from Lau held her in good stead - so much so that her father is secretly jealous of his daughter's superior speed and grace. Her aim in entering the first Virtua Fighter tournament was to defeat Lau in combat and humiliate him totally. In this, she was an abject failure - Lau may be slower, but his more ruthless style gave him the title.
In entering the second Virtua Fighter challenge, Pai's aim is to exact a terrible vengeance upon her father.

Like the first game, Pai's best form of attack is an excellent defense. Her range of counter-strikes is now more versatile than ever, meaning that combo-orientated characters (like her father) tend to suffer very badly against her. Defensive moves are clearly the order of the day with Pai, with an attacking range of techniques only recommended to the throwing characters like Jeffry and Wolf, where her sheer speed can overwhelm them. Also worthy of notice is the fact that Pai's throws are quite good at ringing out opponents when playing near the edge of the playing area.



SEQUENCE TOP - PK combos are cheap but often effective ways to strike. P-G-K provides a PK combo more effective than others in that attacks on two different levels.

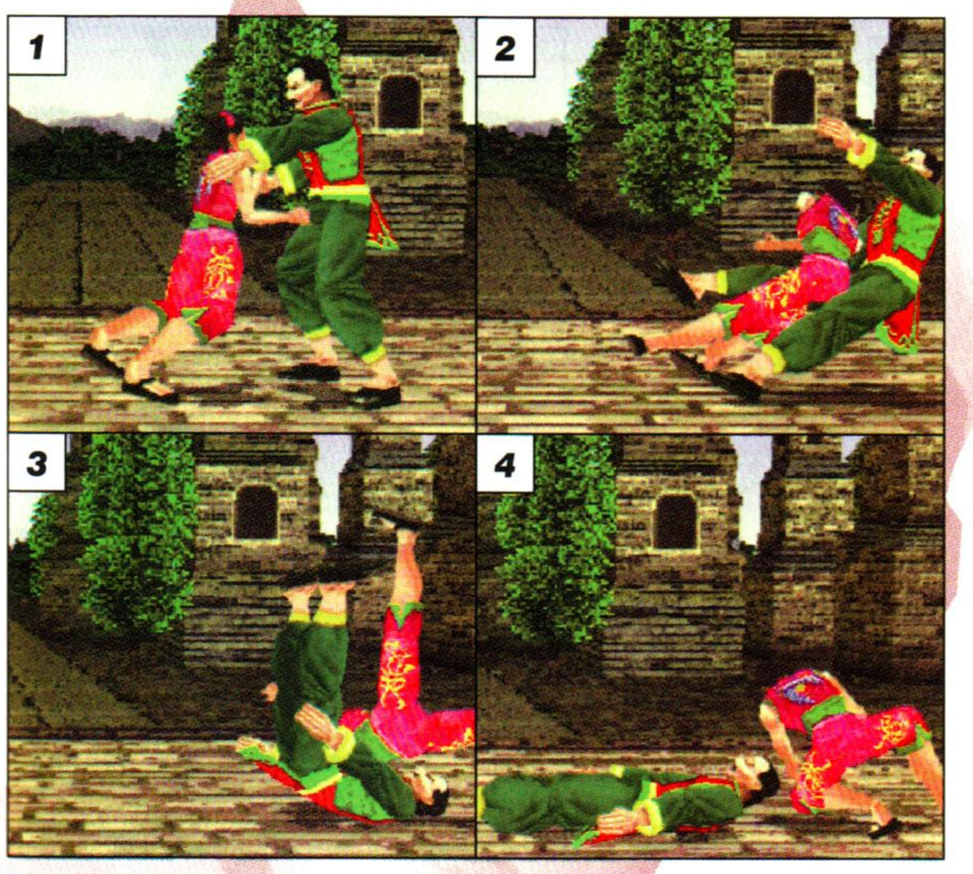
SEQUENCE ABOVE - Pai has an excellent new throw - it's not extremely damaging, but it sure is impressive - try B-D-P+G.

SEQUENCE RIGHT - Pai's a bit short on new throws - with only one new technique on offer. However, all of her other throws remain just the same as they were in VF1 (P+G, B-F-P, F-D-P with F-F-P+K illustrated opposite).

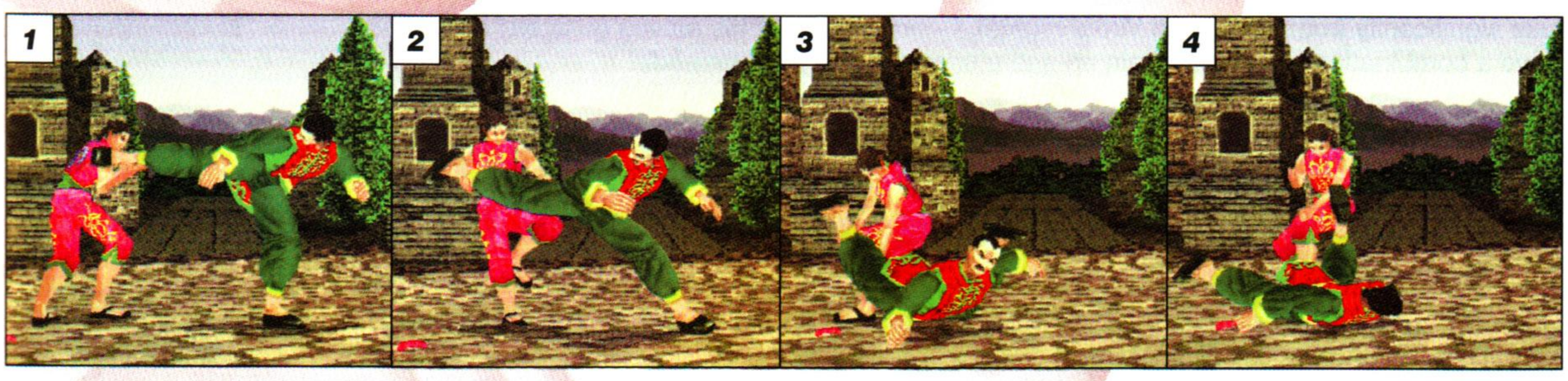
WINNING QUOTES

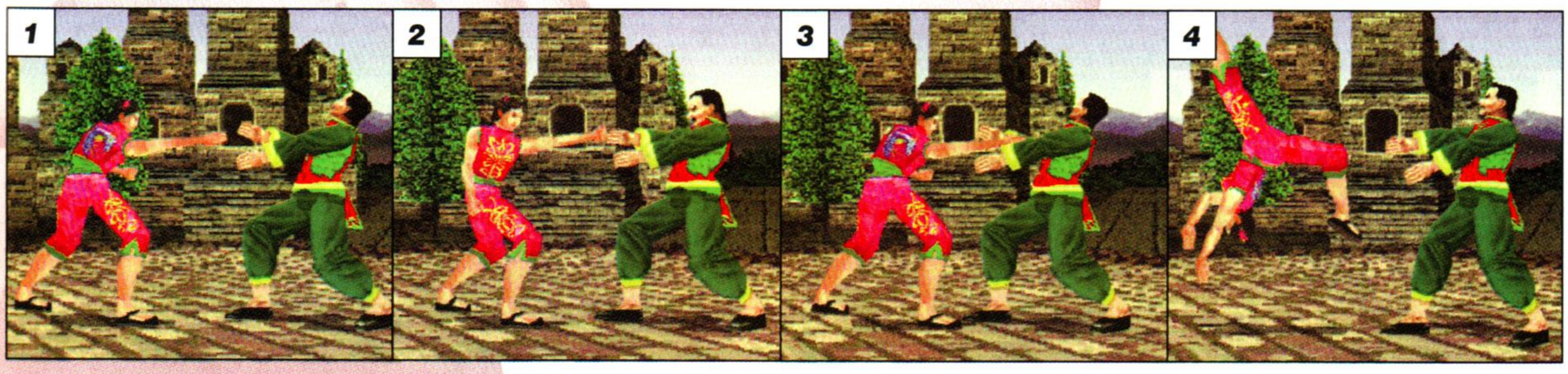
Anata-wa kou-fu ga tarabai-wa!
You need more training!
Ha, ha, ha, ha!

EXTENDED PLAY



SEQUENCE LEFT - B-D-P+G performs Pai's all-new throw - the only new technique she has added to her repertoire of grapples. This technique is something of an expert's move - Pai's speed makes her incredibly good at throwing her opponents - many is the time you can run in and produce a quick P+G before her foe knows what has happened to them. This can be frustrating and a bit beneath an expert Pai player, so Virtua Fighter 2 rewards expert play with one of the most visually pleasing throws in the game. In the right hands, Pai is a match for the previously superior Sarah.





SEQUENCE ABOVE - K+G together performs Pai's power-roundhouse - just like VF1 - this time there are three variations - low, medium and high (this kick, pictured, is performed with B-K+G).

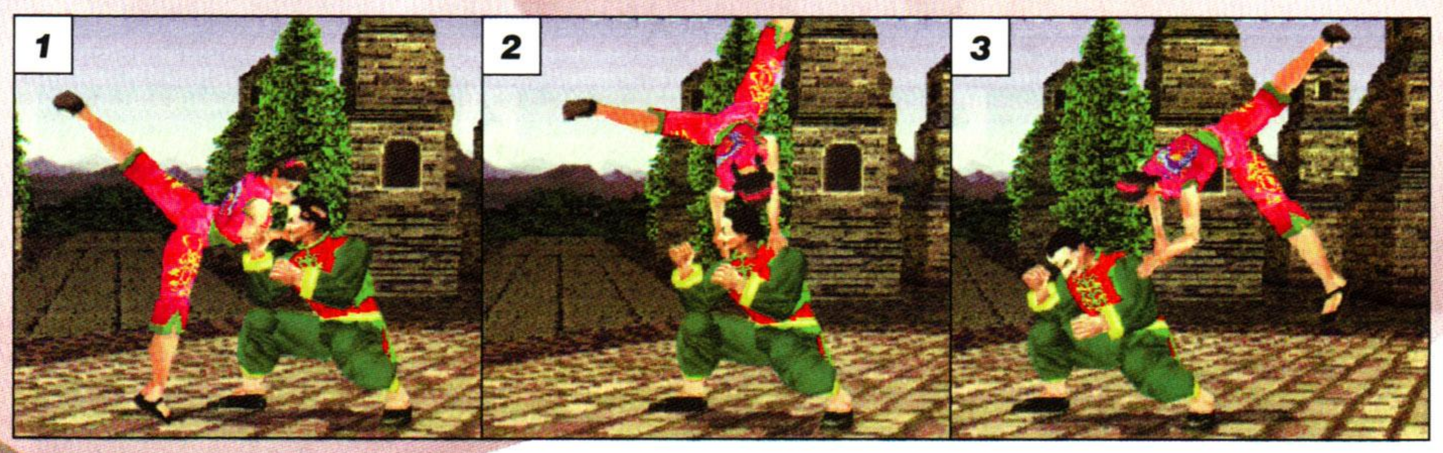
SEQUENCE ABOVE LEFT - Pai's range of counter-strikes are even more powerful - B-P still counters high attacks, such as high kicks, punches and elbow strikes. DB-P (pictured) takes on mid-attacks such as certain kicks.

SEQUENCE BELOW LEFT - The majority of Pai's powerful strikes still derive from PPPK combos. This kickflip attack is simpler, now activated with P-P-P-B-K.

LOSING QUOTES

Tsugi-wa katte miseru-wa!

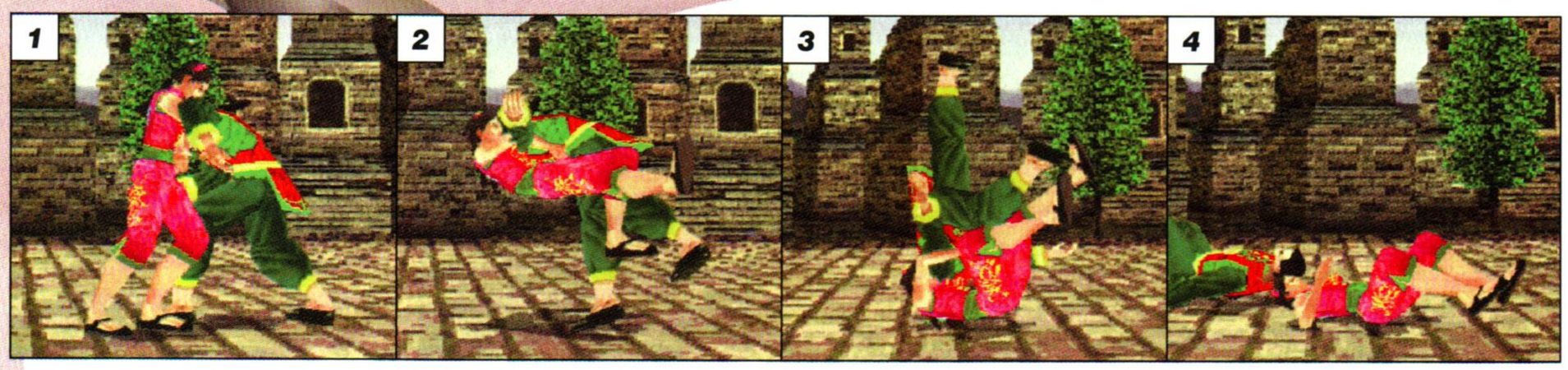
Watch me win next time!
[Bursts our crying like a child]



SEQUENCE ABOVE - Pai is still something of a weaker character, although she does score respectable amounts of damage with roundhouses such as this one (G+K).

SEQUENCE LEFT - Pai can cartwheel over ducking opponents with F-G+P+K - landing behind them she can initiate any combo that she wants.

SEQUENCE BELOW - A return appearance for Pai's infamous F-B-P throw. If an opponent tries to punch during this, Pai automatically counters. The throw itself is great for ringing out opponents in a totally cheesy manner.



JACKY BRYANT

VIRTUA FIGHTER 2 - Character Profile

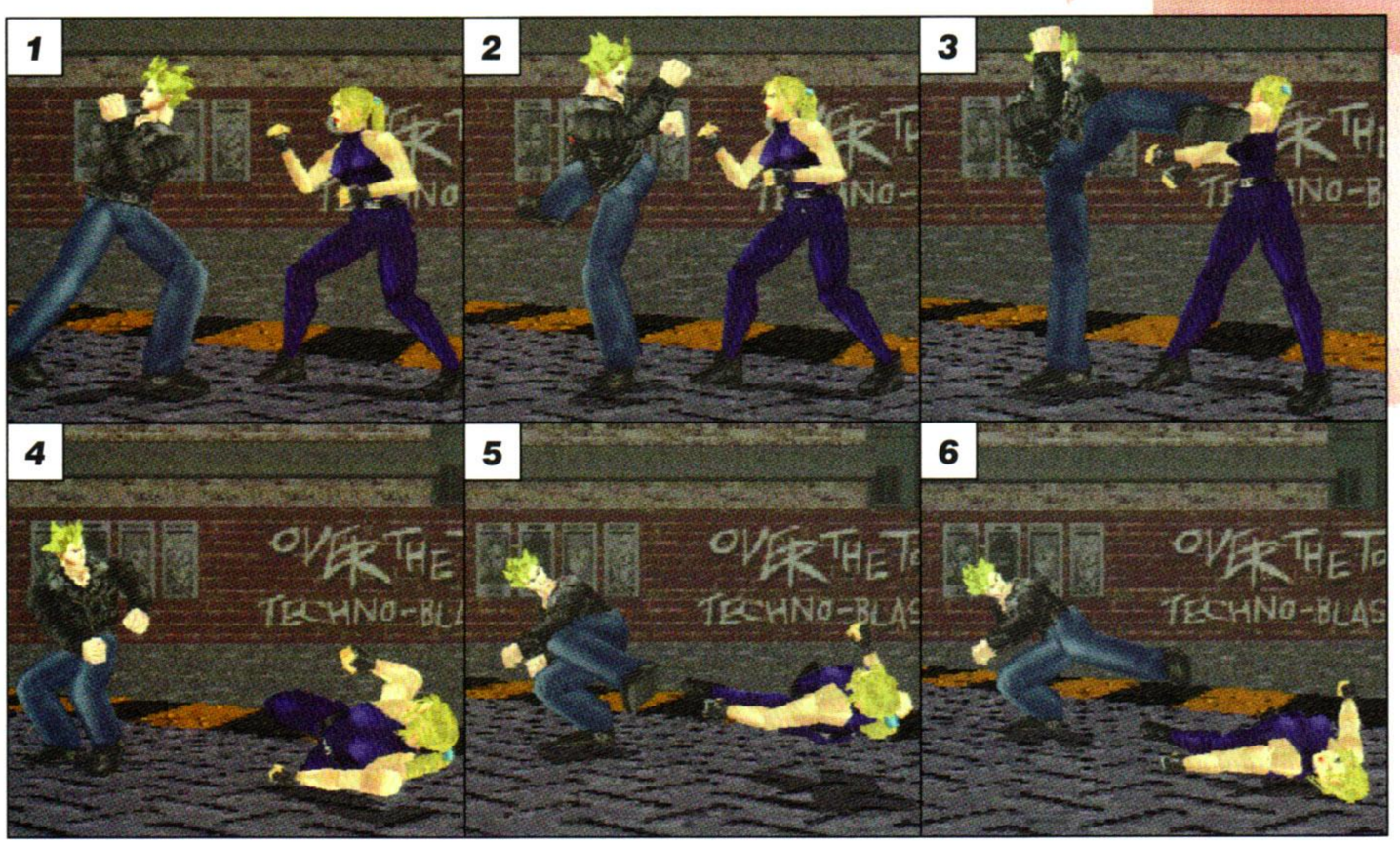
● **COUNTRY** *AMERICA* ● **SEX** *MALE* ● **BIRTHDAY** *AUGUST 28* ● **AGE** *24*
● **BLOOD TYPE** *A* ● **HEIGHT** *182 cm* ● **WEIGHT** *75 kg* ● **FIGHTING STYLE** *JEET KUNE DO*
● **JOB** *INDY CAR RACER* ● **HOBBY** *TRAINING*

Jacky Bryant is one of the most gifted Indy Car racers ever - known in motor-circles as the Blue Flash - yet his career was brought to an untimely end by a horrific accident during the 1990 Indianapolis 500 race. Effectively crippled, Jacky entered an intensive physiotherapy program designed to get him back on his feet. By the end of the two years of extensive retraining, Jacky was a lean fighting machine, thoroughly trained in the arts of Jeet Kune Do.

During his recuperation, Jacky learned of the existence of the sinister J6 Syndicate, who rigged his car to crash. At about the same time, Sarah Bryant (Jacky's sister) was kidnapped by the J6, who aim to use her to finish off the job and destroy Jacky forever. His investigations are close to completion and Jacky is near to exposing the Syndicate. Only by entering the Virtua Fighter tournament will he gain the final piece of evidence and rescue Sarah.

Jacky freely admits that his recuperation was not complete when he first entered the Virtua Fighter tournament - this time his skills are even deadlier and he has vowed to bring down the J6 and free his sister.

Jacky has been toned down quite significantly from his time in Virtua Fighter 1 - no longer are his moves quite so unstoppable. However, he does have a combination which can drain an entire energy bar in arcade mode.



WINNING QUOTES

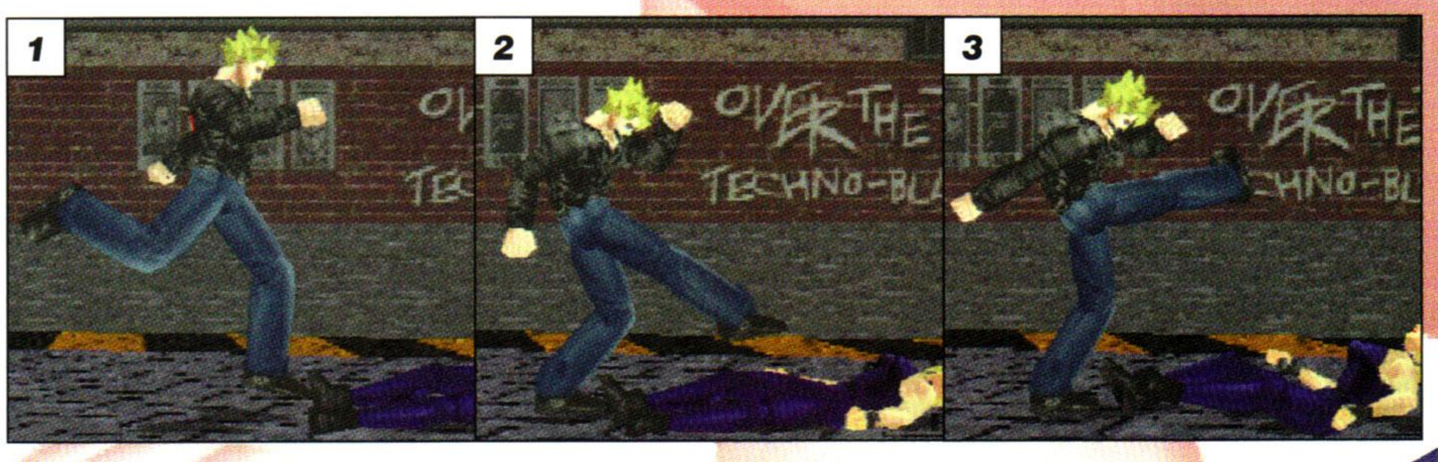
No way you can stop me!!

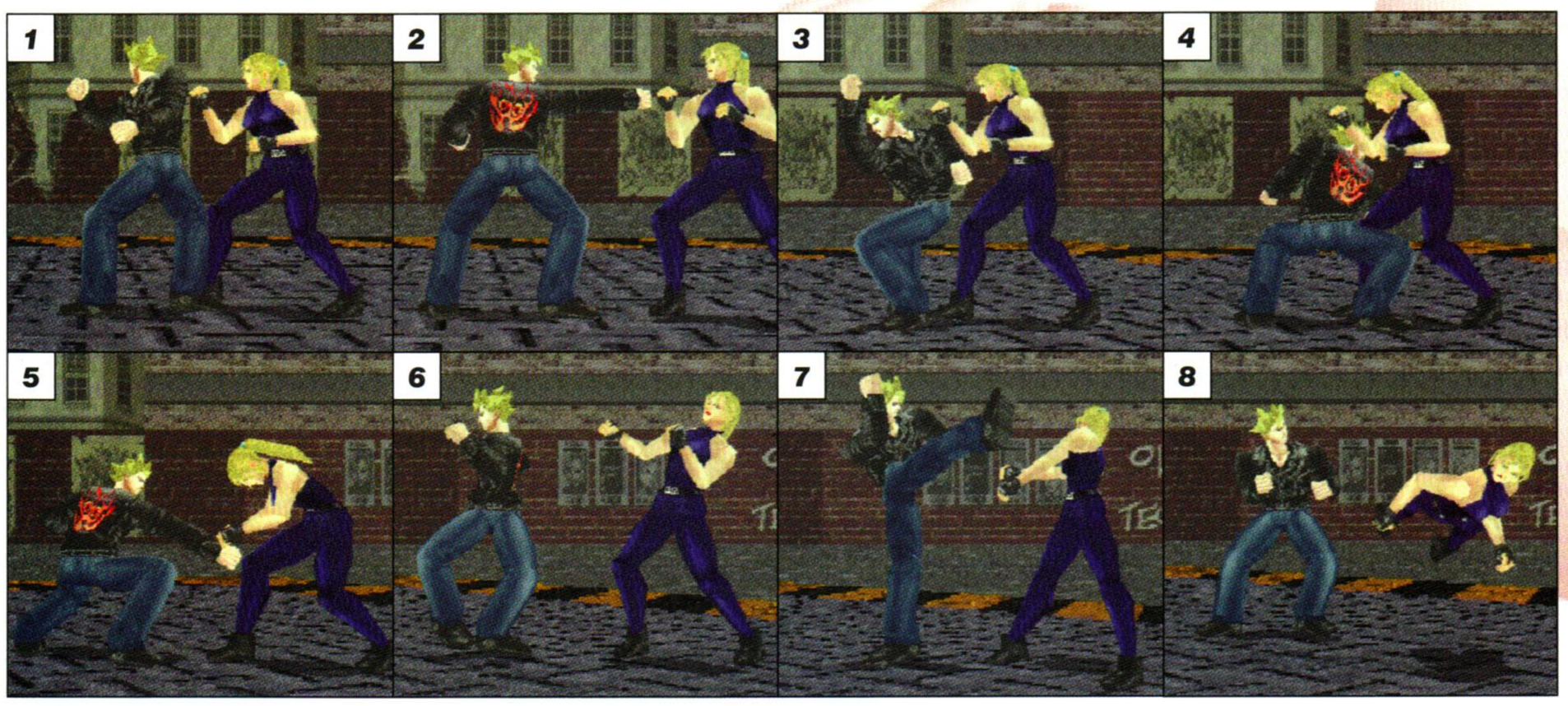
I look forward to our next bout!
I'm faster than lightning!

SEQUENCE ABOVE - Jacky's K+G roundhouses are just like the character himself - faster than lightning. K+G can be followed with a lower D-K+G for double-hitting action.

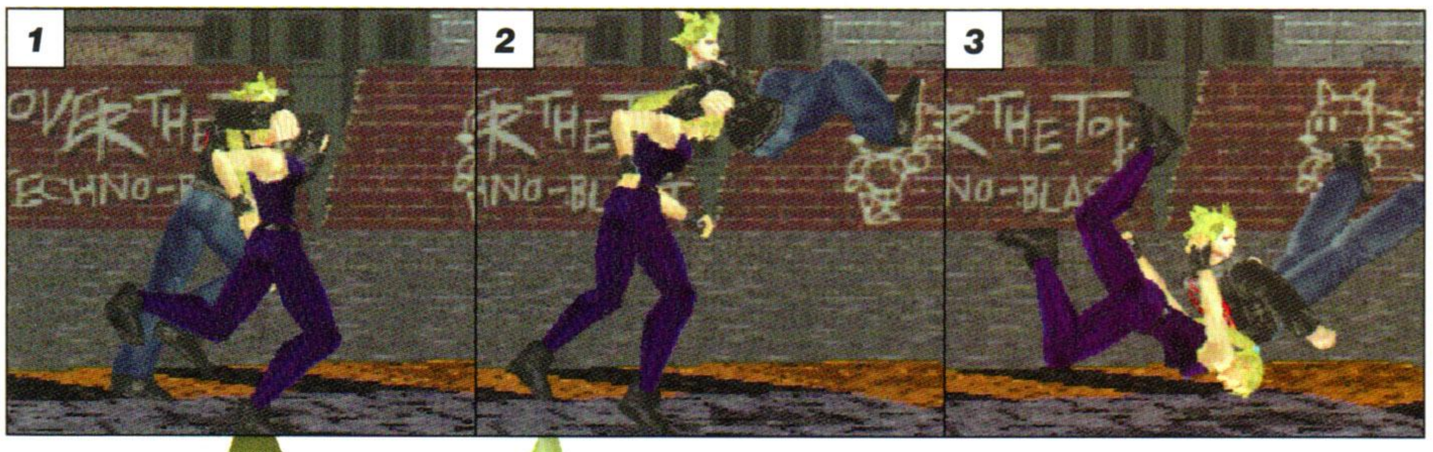
SEQUENCE RIGHT - U-P isn't the only way that Jacky can beat the living daylights out of an opponent. DF-K invokes his "penalty kick" technique.

SEQUENCE BELOW - Jacky's back spinning knuckle remains one of his fastest techniques and following up with a roundhouse is still a very good policy.



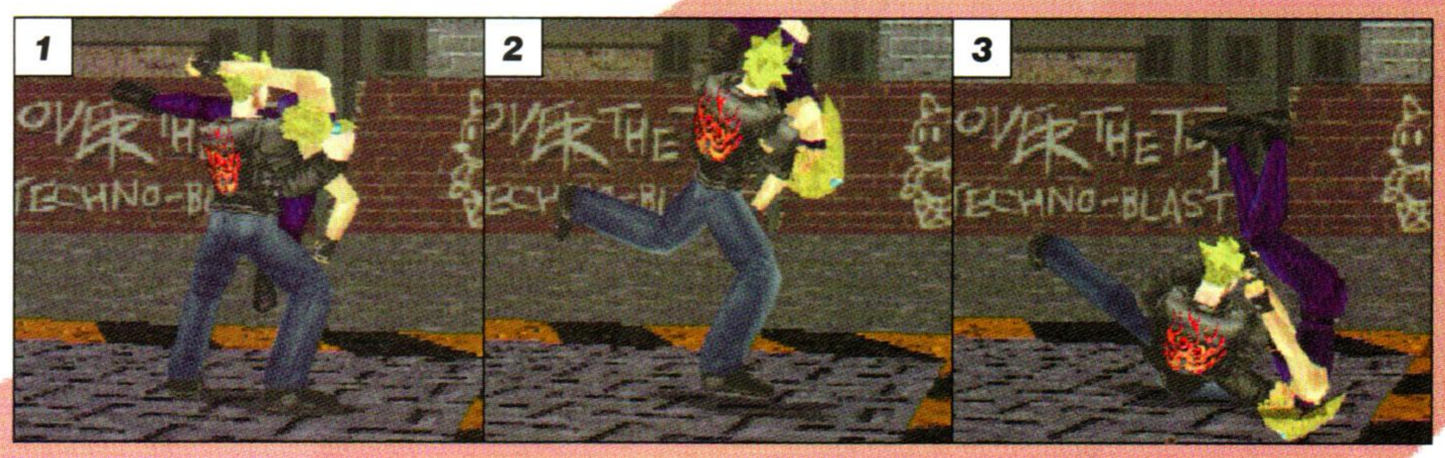


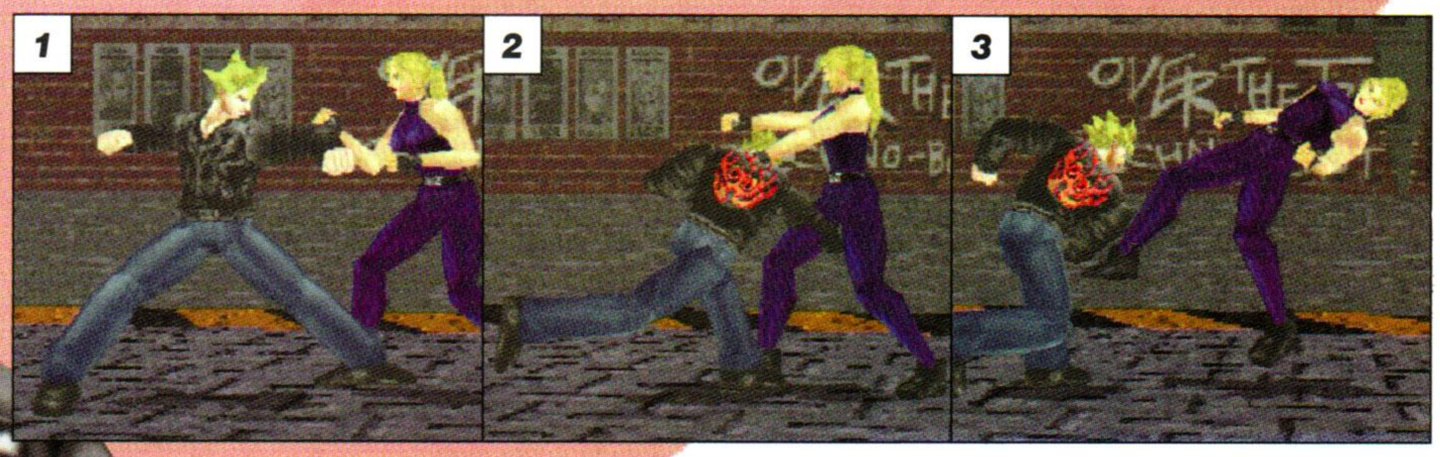
EXTENDED PLAY



SEQUENCES LEFT, DOWN - Jacky's basic throws, from in front (down) and behind (left). Both activated with P+G.

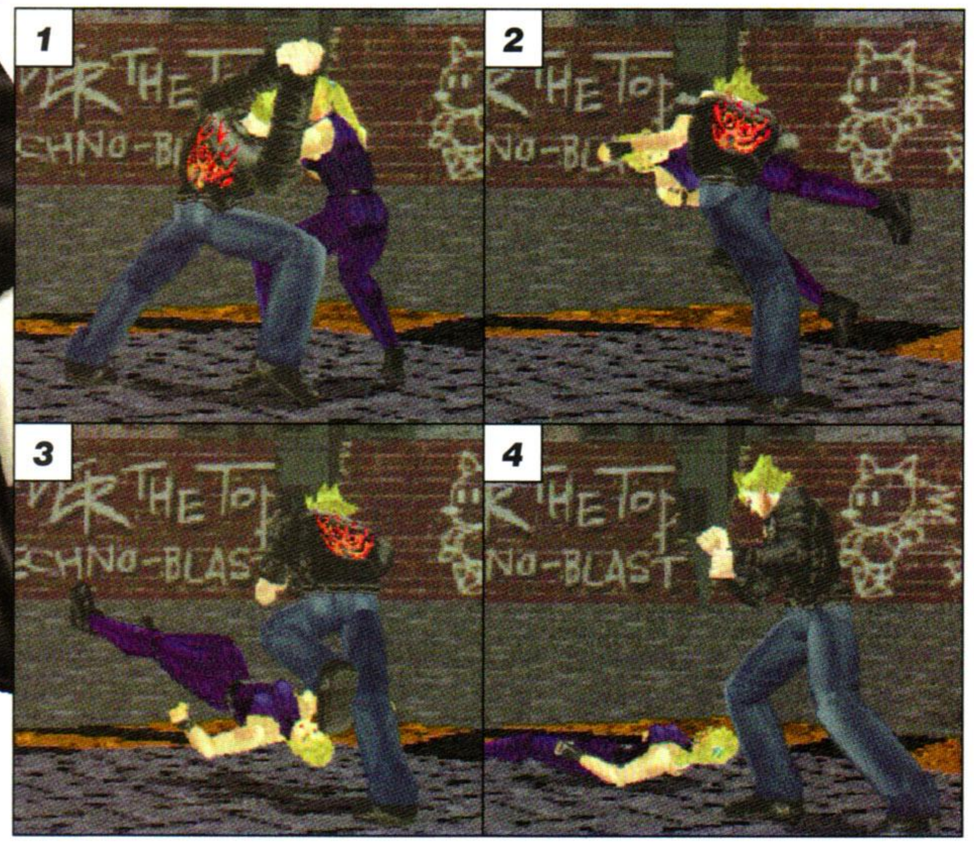
SEQUENCE BOTTOM - Jacky's sheer aggression now rivals Sarah's. Case in point - the Beat Knuckle move, initiated by pressing P+K together at any point. A very nasty manoeuvre.

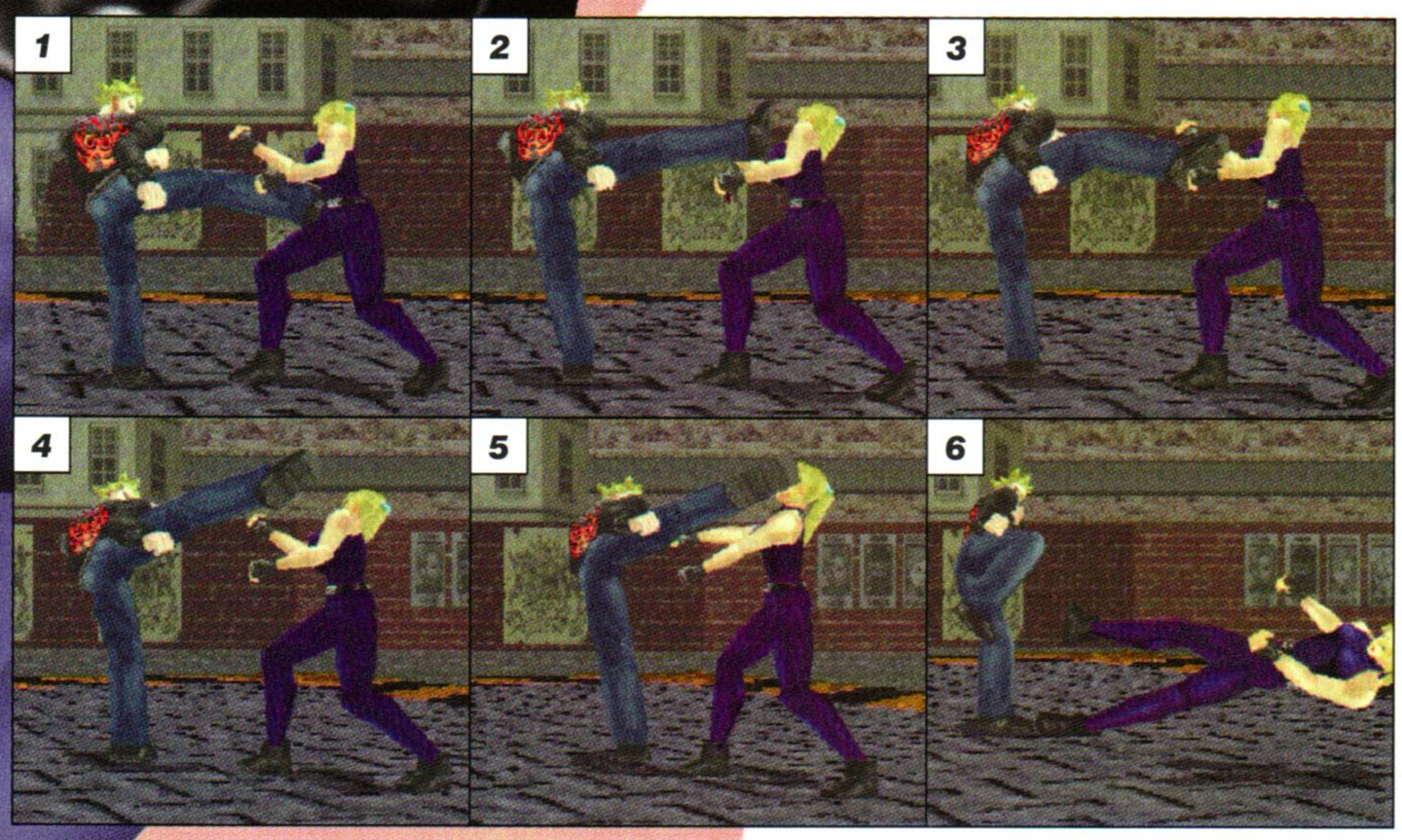




LOSING QUOTES

I'm just waiting for my sister!





SEQUENCE ABOVE - The only new throw in Jacky's repertoire (F-B-P+K) rewards extra skill with a great technique. Fast, merciless and deadly, this is a great example of Jacky's new style in Virtua Fighter 2.

SEQUENCE LEFT - D-P+K followed by multiple kick presses results in Jacky's six-hit lightning kicks. An amusing move for sure and reasonably effective against the CPU characters, but not really much use against human opponents adept in using the block button.

HEXEN - Can you bring death to the undying forces of evil?!

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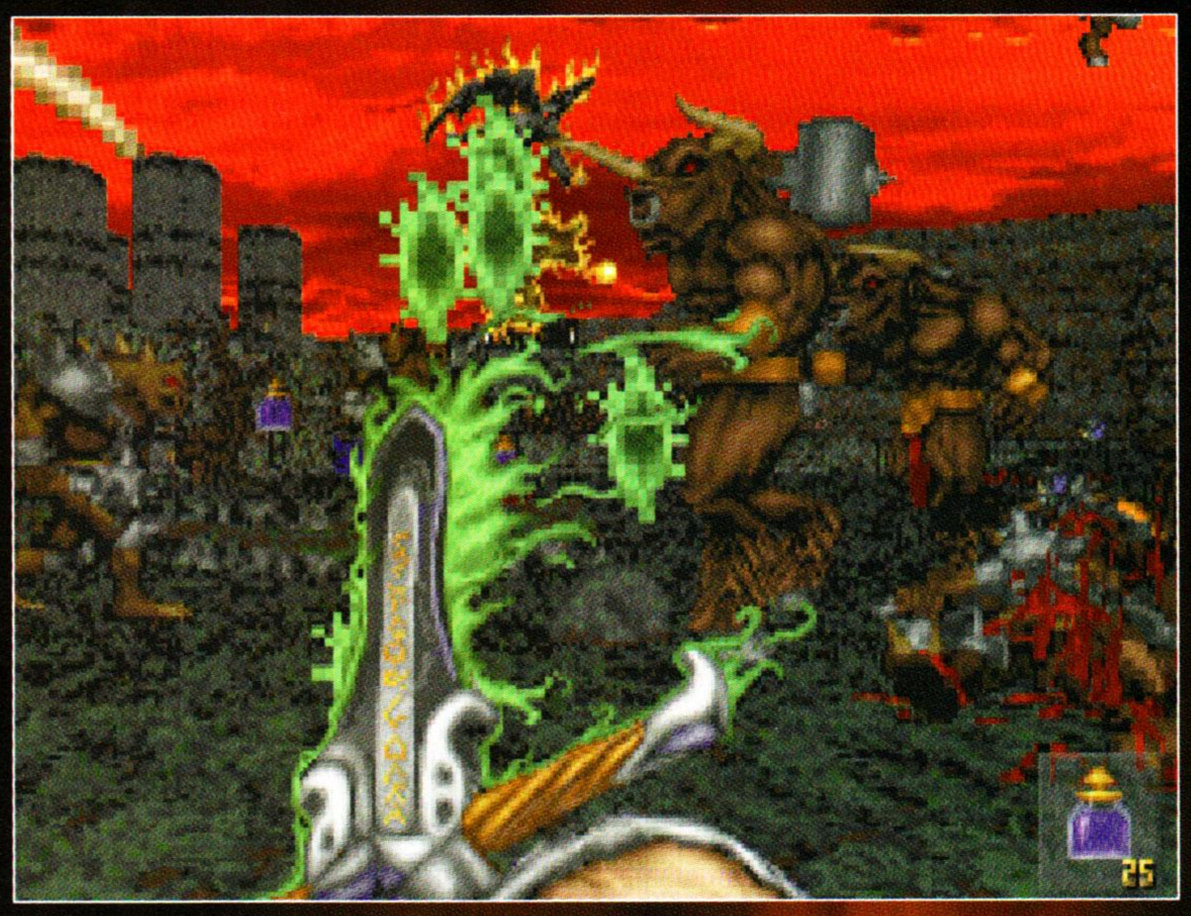
- *Network for multi-player mayhem massacres with monsters!!*



The past scriptures chronicle the quest of a brave elf from the Sidhe tribe. This greatly revered hero sought to destroy forever the growing underworld menace of the Serpent Rider D'Sparil. This Elven champion, whilst dispatching the evil lurking in D'Sparil's domain, was unaware that two more powerful Serpent Riders were plotting inter-dimensional conflict. One such dimension where evil has spawned is Cronos, the magically enhanced land of Hexen.

Settling humans have found through early pain and suffering that although magic gives its practitioners power beyond mere mortals; it also can destroy at the most frightening rate in the known universe.This led future generations into a strict order of society, where every citizen is accounted for and working under the harsh command of a small number of rulers.These leaders were all knowing, and harnessed the terrifying power of magic through the use of a few arcane relics. This led to the crushing of any peasant resistance, and the maintenance of order for the 'good' of humanity.

This small band of leaders gradually split into three orders that strove to uphold human society, despite internal power squabbles. These organisations grew to form the Legion, the Arcanum and the Church, and all three

Three mighty heroes must use their superhuman powers and magical weapons as they battle their way to the stronghold of the Serpent Rider Korax!!

gained enough strength to hold an uneasy grip on the shadowlands of Hexen. The Legion, the source of human military might, used a reign of terror tactics and ruthless force to bring the humans to their knees. Meanwhile, the magical learning centre known as the Arcanum determined to select few who were to access the secrets of the artifacts, whilst the Church acted as the mediator between the Legion and the Arcanum despite its own self interests and secretive magical research. All three orders control the entire human existence on Hexen utterly.

The three orders have a single figure with absolute power as their governor: Zedek, Marshal of the Legion; Menelkir, Arch-Mage of the Arcanum; and Traductus, Grand Patriarch of the Church. The evil temperament and uncaring attitude of these tyrants, coupled with their command of power throughout Cronos, made them the first target of the sweeping evil of Korax, the second magical Serpent Rider. The temptation of unimaginable strength proved irresistible and Zedek, Menelkir and Traductus all fell under Korax's unholy spell. The prize of Unlife was Korax's gift, and this along with the possessed governors' arcane artifacts led to the utter crushing of humanity itself.

Only three humans escaped this mass possession and cruel fate; a Warrior of the Legion named Baratus; a Cleric of the Church known as Parias; and a Mage of the Arcanum called Daedolon. The hopelessness of their situation has forced them to band together to strive to destroy their once-revered leaders, as well as culling the many dark minions spawned by Korax. The sheer strength of Korax's troops have forced our heroes apart, and now each must make their own way through these many horrors; to find the Serpent Rider's stronghold, and finally to the inner chamber, to annihilate Korax himself.

This mammoth task is not without hope, as the fabled Chaos Sphere is the key to Korax's tremendous energy. Coupled with dark summoning, it is this that he uses to conjure and corrupt all that he surveys, and thus the key to his weakness. Although his power is not as all encompassing as the mightiest Serpent Rider, Korax is far stronger than D'Sparil could ever dream to be; his lust for blood and victory is only matched by his hatred for all of Hexenkind. His defeat depends upon you adventurer; the whole of Cronos is depending upon you!

YOUR FEARSOME MISSION - ADVENTURING THROUGH THE HUB FORTRESS

If you've completed Heretic, you'll already be familiar with the basic premise of what Hexen is about; simply wander round hacking or shooting at dark denizens before flicking switches and exiting to the next level. Hexen, however, approaches the tried-and-tested formula a little differently; dispatching with the previously linear level-design in favour of a new and innovative Hub system. The whole of Korax's Fortress is built around a number of core sites known as Hubs, and via the Hubs, a series of sub-levels can be accessed in order to gain the necessary exit requirements. Therefore, in a sense, each level in Hexen is really a series of smaller sub-levels around a central Hub, giving you, the adventurer, more freedom to approach different portions of the level in whichever manner you desire. Indeed, as you investigate further into the depths of Fortress Korax, you discover that you must visit the Hub many times, after utilising items or switches from the branching sub-levels. This innovative level design simply adds to the already monumental quest, as Hexen challenges your brain and wit as well as your trigger-finger!

HEXEN

ENTER THREE MIGHTY HEROES AT YOUR DISPOSAL

Another unique feature of Hexen is character design. Now you have the choice of three different fighters; Baratus the Warrior, Daedolon the Mage and Parias the Cleric. All have different abilities and weaknesses, but all prove loyal to the task in hand. Changing character once you begin is not an option in Hexen, but the multi-choice character selection add even more to the longevity of the title: You've complete your quest as the mighty Baratus, but can you don the robe of Daedolon and wreak havoc as a Mage?

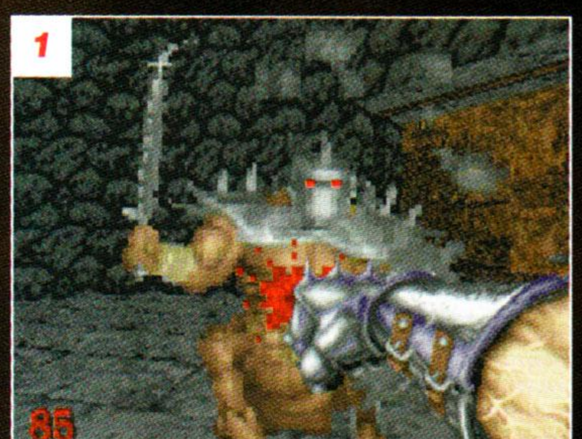
You must smash skulls with steel and sorcery to save the world from a bloody fate! Select a hero from three brave souls then plunge into the mother of all nightmares!!

THE FIRST BRAVE SOUL

Before the great disaster, Baratus was working his way up through the complex fighting ranks of the Legion, and was about to face his greatest challenge. Before he could challenge the Grand Swather for the title of Ultimate Smiter, Korax descended, changing the Legion to evil. Baratus was initially appalled at the slaughter and change of his troops, and vowed to avenge their soul flaying. He is trained in the ways of many weapons and is master of all fighting implements, both magical and otherwise. He favours a simple approach to hand-to-hand combat; crushing the enemy beneath his mighty Spiked Gauntlets, but he realises that his weapon is no match for the horrific entities that await him; he must find powerful magic to use.

Of the three fighters, Baratus is the quickest and most powerful, his brute force making him a formidable combat machine, whilst his agility allows him to leap vast distances, landing on hidden platforms that the other characters cannot reach. Before the mystical Korax appeared, Baratus was equipped with a well-made, but non-magical, set of armour which gives him a good starting Armour Class that can be built up to the highest level of all. These fantastic abilities hide the fact that Baratus' weapons favour the 'get in and hack' approach to foe dispersal, and this is his weakness. Only very rarely can he sit back and pelt the enemy with magical bolts; to control Baratus is to control a close-combat monster!

The mighty BARATUS - Chief Smiter of the Legion!!



THE WARRIOR'S WEAPONS OF POWER

1. The Spiked Gauntlets

A pair of silver spiked gauntlets which the warrior uses to punch his enemy into submission. Against the weaker monsters, the gauntlets eventually deal death (after five or so hits), but prove almost useless against the more powerful foes.

2. Timon's Axe

A close-range hacking axe that adds power and a little range to the warriors combat skills, but little else. The axe causes much more damage when powered up (by blue mana), and should also be employed when the mana runs out as it hits faster than the gauntlets.

3. Hammer of Retribution

A large bludgeoning mace that also fires flame-axes out towards distant enemies. The weapon is best used at range as it proves slightly slow and unwieldy in close combat. It uses green mana.

4. Quietus

The ultra-weapon for the warrior is a runesword that hacks a foe down in seconds! It also fires huge green deathbolts over a wide arc at ranged enemies. Save this weapon for the larger monsters as it uses up combined mana at a vast rate. When no more combined mana is available, this runesword may no longer be employed.

Find the powerful weaponry of Chronos legend and split your foes apart! Use twelve lethal armaments to tear through anything that moves!

THE SECOND BRAVE SOUL

Before the recent demonic incursions, Parias was well-placed and greatly liked by his church; being as he was, the chief witch-finder of Hexen. Parias' philosophy was that magic was fine when carefully managed, but any unruly display of spell-casting was deemed as heretical, and those found without the official 'Magician's Certificate' were taken into the 'care' of this fighter/cleric. Parias' many torture sessions and actual hunts throughout the Hexen countryside led him to practise the fighting arts, developing his technique in his many religiously inspired culling. Finally, his combat prowess matched his magical abilities, and just as he turned towards the outer lands for the continuation of his religious fervour, Korax appeared.

Parias uses the Mace of Contrition that has accompanied him on all his hunts. His other, magical weapons that are scattered throughout the area controlled by Korax, use a mixture of ranged and close attacks, meaning that Parias may either elect to hack or stay back depending on the situation at hand. Parias has average strength, agility and armour, but is surprisingly effective and devastating in the correct hands.

The ruthless PARIAS - Feared Cleric of the Church!

THE CLERIC'S WEAPONS OF POWER

1. The Mace of Contrition

Similar to the warrior's gauntlets, this small mace is quicker to use, but less powerful. Save this for the weakest creatures only, and only use it in large spaces where you have room to back up after a swing or two.

2. Serpent Staff

A rather effective ranged weapon with a blinking snake eye at its head. Powered by blue mana, this is useful for destroying ranged creatures as they close in, particularly as the twisting green spheres it fires are quite damaging. It's other minor power is that at close range, it can drain enemy life points from the enemy, making it a rather effective little item. Try our mana trick to give this staff an even more extended life.

MAGIC FIRE *tears through the evil forces. Firestorm is an awesome weapon and is capable of finishing most monsters with two shots.*

3. Firestorm

The strange and arcane magic that empowers you with a flaming attack. With glowing red hands, the cleric now summons earth fire that burns enemies where they stand from hoof to head. Very effective, but also sapping on the green mana, and to be used when confronting many foes in a confined area.

4. The Justifier

This symbol of the Church of Hexen empowers the Cleric with spiritual power. When used, the Justifier casts forth a number of angry spirits that charge to their foe and suck the life from him. They then search for other enemies, homing in on them before attacking mercilessly. An extremely effective ultra-weapon, one that uses vast amounts of green and blue mana, but one that is very entertaining to watch.

My servants can smell your blood, human!!

HEXEN

THE THIRD BRAVE SOUL

Many foolish humans often underestimate Daedolon. Physically frail, he looks rather like a weak cowled monk from the Crimson Tide order of heretics. Those with a magical sensing ability, however, have learned never to cross his path, as the awesome magical energies that channel within him serve him well in any combat situation. Prior to Korax's invasion, stories were told by the lay people of this wanderer, who studied mystical rites of Elvish lore, and of course there is the famous rumour of Daedolon dispatching a Death Wyvern from the Bridge of Mists. Rising upwards through the Arcanum, Daedolon appears flittingly, seen darting about the shadows, making him the nemesis of many, and the protector of few. The current situation has forced Daedolon to abandon his current undercover work, as he strives to rid Hexen of both Korax and his arch rival, Menelkir.

Daedolon prefers his trusty Sapphire Wand in encounters, and all of his weaponry favours the long-range approach; he must dispatch his foes from afar, as his limited armour and endurance are no match in hand-to-hand combat. Luckily, Daedolon has a number of ranged attacks as he possesses poor strength, agility and armour, all of which must be overcome in his quest for peace and solitude.

Greetings mortal. Are you ready to die?

THE MAGE'S WEAPONS OF POWER

1. Sapphire Wand

Tiny blue darts rapidly fire from this small wand. The positive side to this weapon is that the ammo supply is infinite and ranged enemies can be culled; but unfortunately, the damage caused to all but the weakest creatures is minimal.

The cunning DAEDOLON - Summoner of the Wastes!

FREEZE THE SCUM *then smash their frozen bodies into a thousand pieces with the Mace of Contrition.*

2. Frost Shards

Ice Magic charges through the Mage, this enables him to literally freeze his opponents to death. This uses blue mana and it's very nice to watch, but the enemies take a long time to explode after their death freezing, so make sure you have plenty of room to manoeuvre.

3. Arc of Death

This fires super bursts of vertical energy at the hapless opponent, and once it hits, it stays close to the foe, sapping its strength still further until it collapses in a gibbering heap. Very effective, but uses lots of green mana.

4. Bloodscourge

The Mage's ultra-weapon fires off arching spheres that locate and destroy the enemy. Fantastic to watch, this destroys almost all the minor entities with one burst, but should be saved for the meanest of all, as it uses both blue and green mana effortlessly.

CHOOSE YOUR CHARACTER AND HIS ABILITIES

Hexen is far more difficult even than Heretic, and when choosing your difficulty level, it is wise to bear this in mind. The default setting for your character is very taxing indeed; to such an extent that you may find an easier level more to your taste. The primary difference between the settings is the number of minions to destroy and the amount of items and mana available.

Moving safely through the chaos of Chronos!!

Puzzle your way through a cunningly designed game environment with devious traps, lethal lava floors and perilous cliffs that can send the hardiest of warriors to their doom!!

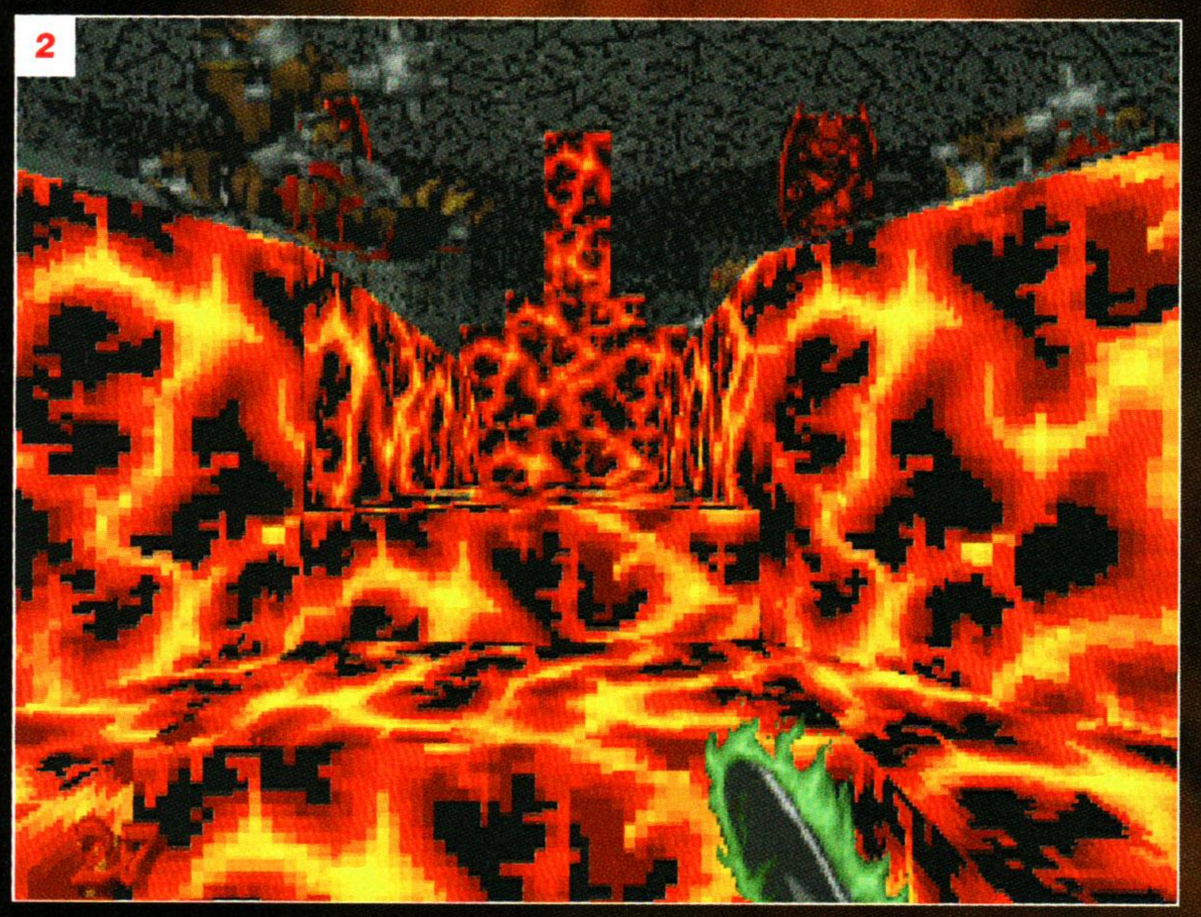
ENVIRONMENTAL HAZARDS

Be careful whilst wandering through the lands of Korax, as many of the areas contain a variety of cunningly designed traps to unnerve the wary traveller. These areas contain hazards such as poisonous clouds, lava pits, crushing ceilings and disappearing floors. Other less common hazards include fast water currents that can sweep you to your doom, and bridges that crumble and cause death to the cautious or unwary. Also remember the important point that falls can kill - this was not the case in Heretic as you could drop any distance - but now a fall may end in a plummet and a very heavy impact.

Adventuring through the savage lands of Hexen is testing at the best of times, but the various natural hazards only complicate matters still further. Strap on your Centaur-hide boots, dust down your Spiked Gauntlets, and strive to overcome the many natural dangers of the game.

1. Towering cliffs require nimble dexterity

Unlike Heretic, falls are quite deadly, and sheer drops are commonplace. Utilising the look option is handy when venturing into unknown territory with cliffs nearby, as one false slip sends you plummeting to your doom, hitting the ground after a spectacular screaming fall with a particularly gruesome splitch. The save option is useful here, as is the run key when darting from precipice to precipice. Also try to defeat any visible monsters before attempting to cross cliff edges as whacks by enemies can cause a loss of footing.



2. Deadly lava floors dissolve your feet

Pools of lava are obviously to be avoided; they look dangerous and of course, they inflict serious damage to adventurers foolish enough to venture onto such areas. Again, try to kill as many foes as you can see before running across these pools, as it is very difficult to fight as your feet dissolve into a mass of molten goo. Always walk around lava, and if you are unfortunate enough to fall into some, exit it as quickly as you can.

3. Earthquakes crumble the very ground beneath you

When the earth opens up beneath you, you know you're in trouble. Happening only very occasionally (save for when the larger creatures die), earthquakes are deadly and frightening. On the few occasions of seismic activity, the best option is usually to save the game, and run forward as the ground behind you opens. After earthquakes, platforms over sheer drops are usually created, so great care must be taken when traversing these areas also.

4. Wade through the filthy Swamps of Terror

Swamps are also more difficult to walk through, as they slow you down and are full of Stalkers. Stalkers are quick and hard to wound, so the advice would be to trek through the misty marshes as quickly as you can, finding areas of higher ground to defend from.

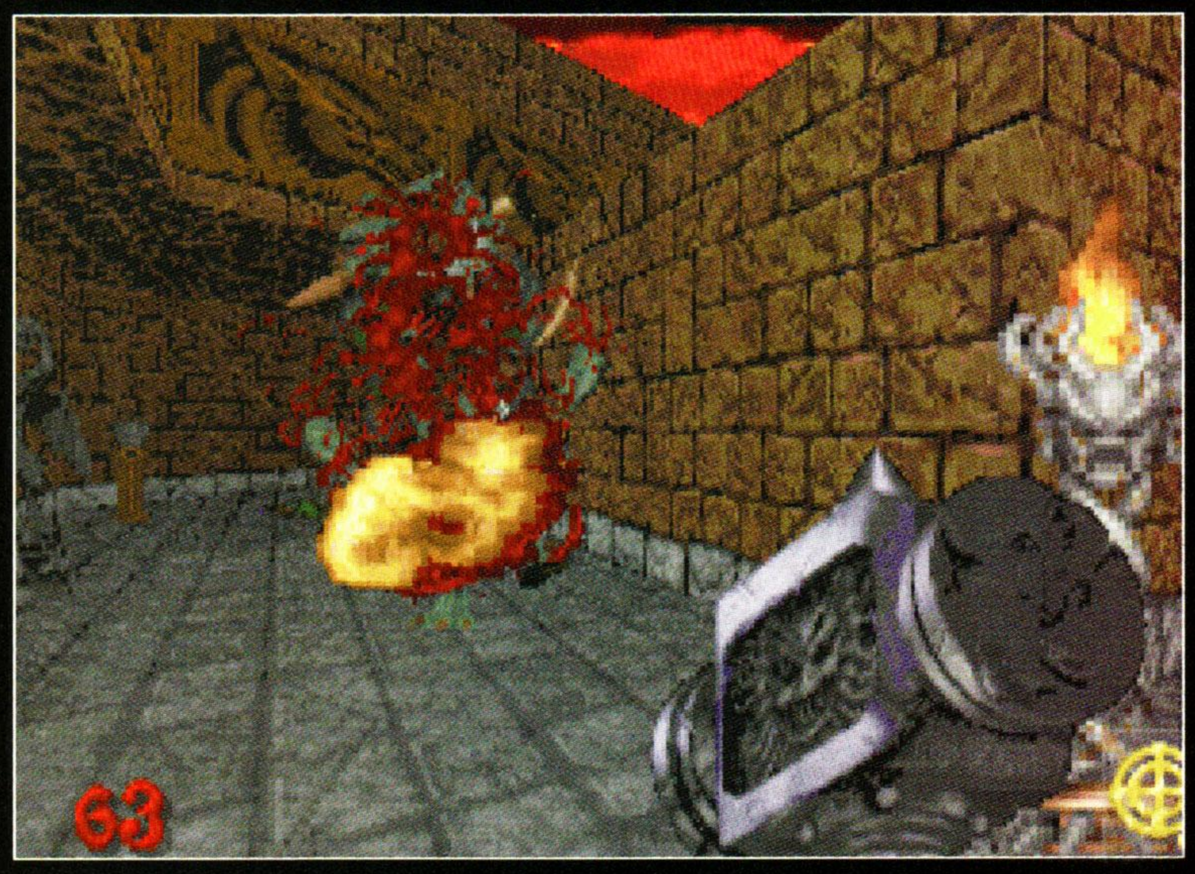
HEXEN

5. Chop down thje gnarled trees

Some of the trees in Hexen can be destroyed, and these have usually been placed behind a switch or undiscovered area. Such trees are easy to distinguish from scenic trees; they are taller, thinner and more decayed. Hacking with a low energy weapon gives best results, but if you're feeling flashy, why not demolish a number of trees in one swing with your mighty weapon? Fire-based weaponry also causes differing and pleasing effects.

6. Watch out for the exploding fungi

In a similar manner to the trees, some toadstools may be hacked at. These toadstools have green spots on them, and unlike the normal brown mushrooms, they explode giving off a cloud of poisonous gas with a similar effect to the Cleric's flechette. Only chop these fungal growths to pieces if there are monsters in the way, as poison clouds sap your vitality.



More puzzles! More traps! More terror! Hexen's deadly environs make this game the most challenging 3D adventure yet seen on the PC!

THE KURSE OF KORAX!

After Korax's spell was woven, the Serpent Rider had just enough time to create a variety of tricks, traps and hidden areas. Be wary and summon all your wit and thought in overcoming these devilish obstacles.

7. Smash the stained glass of the Unholy Church

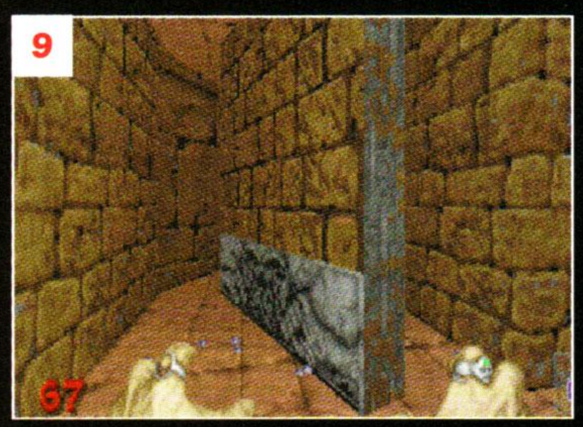
Some panels of stained glass can be broken; they explode with a crashing blow to reveal a secret passage, an item, or an angry Ettin. Try to destroy all the stained glass that you can, as what lies beyond them is always worth obtaining.

8. Massive fire-doors trap the unwary

Encountered on the very first level, these large wall panels rotate when you come close to them, revealing a magic iron panel that belches fire towards you. These fireballs are deadly accurate and hiding in an adjacent chamber is the best way to avoid fire damage. On later levels, these panels are complimented by etched gargoyle faces that spit poison darts.

9. Flit around the turning doors

Many areas of wall are in fact turn-doors that can be pushed (or rotate after a switch has been pulled). Time your move carefully, and remember to enter on the left-hand side to avoid an agonising crush.



10. Yank all the switches you can see

All switches should be pulled, as they all lead to new chambers or hidden artifacts. Some switches effect other portions of the level, and others may be pulled a number of times, but all are extremely helpful to the quest at hand.

11. Ponder over the puzzles

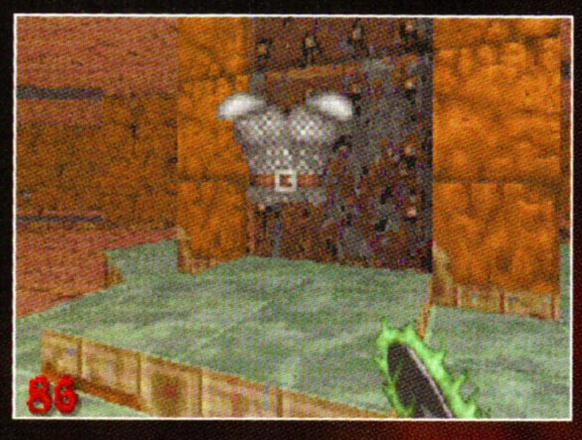
Although few and far between, a small amount of brain power is needed to overcome simple puzzles, such as slotting symbols into the correct order. Symbols slotted incorrectly result in an amusing and slow death, such as a crushing ceiling or the sudden, deadly appearance of a monster horde!

YOU NEED *to get the combination of button pushes correct, or the ceiling lowers and crushes you to death!*

Gather the mystical symbols of Thrikkata and ready yourself for the ultimate battle! At stake is the very existence of the universe! You MUST NOT fail!

THE SECRET OF INFINITE BLUE MANA

You may have noticed on your travels around the Hub Fortresses of Korax, that floating next to nearly all of the inter-level teleporters is a gem of combined mana. This is the key to supplying yourself with infinite amounts of blue mana which is used to power your second (and special) weapon. To gain limitless blue mana, firstly make sure that your green mana is at its maximum level (ie 200), and then search for a combined mana crystal. When one is found, simply try to pick it up, and as if by magic, the crystal remains, but your blue mana increases to maximum as well. This is useful for confrontations with hideous amounts of enemies, as you can inflict damage with your second weapon before powering it up again... and again...



UTILISING YOUR MAGIC ARTIFACTS

Hexen is brimming with huge numbers of items to collect, and as in Heretic, some are much more useful than others. Items such as these are generally split into two groups; those that work instantly as you pass over them, and those that may be stored in your inventory for future use.

INSTANT ARMOUR FOR THOSE IN PERIL

Aside from the Vials, the instant effect items are various pieces of armour that benefit the three characters in different ways. The Falcon Shield, for example, endows the Cleric with great protection, whilst the Mesh Armour restores most protection to the Warrior and gives the Mage almost no extra defence. Of much greater interest are the stored icons.

ICON OF THE DEFENDER *keeps these pesky Chaos Serpents from inflicting any damage upon you for a limited time period.*

GATHER THOSE ITEMS AND USE THEM WISELY

Of the remaining 15 or so items that your adventurer carries, the most useless are the Discs of Repulsion and the Chaos Device. Of the rest, the most valuable include the Krater of Might, the Flechette (also known as the Quicksilver retort), the Icon of the Defender, the Dark Servant and the Porkelator. The benefits of these artifacts are discussed below in **MAXIMUM** detail:

Powerful artifacts to power you up beyond belief!

1. KRATER OF MIGHT - CHANNEL POWER TO YOUR MANA WEAPONS

This silver goblet channels all of Hexen's mana batteries into your weapons of yore, increasing both your mana levels to maximum. These kraters are extremely rare, should be cherished and only ever used before combat with a deadly enemy such as a Heresiarch or Korax himself.

2. FLECHETTES - THE INCREDIBLE EXPLODING GREEN BOTTLE

These bottles of magical dust are scattered throughout the realm of Hexen, and react differently depending upon the character using them. In the hands of the Warrior and the Mage, they act as grenades, dishing out significant damage to nearby enemies (especially the Mage's flechettes that have long range explosions). But in the hands of the Cleric, they are the most useful of all, detonating after a couple of seconds to form a poison cloud that stalls the enemy and gases them at the same time. This tactic can be used throughout the game to waylay hordes of ravaging monstrosities, so to make the most of this interesting item, pick the Cleric.

3. ICON OF THE DEFENDER - FEEL NO PAIN WITH THIS MAGICAL BARRIER

Based on ancient and arcane texts, these icons appear as small stone turrets, and give your character temporal invulnerability. Each character undergoes slightly different changes; the Cleric warps in and out of existence; but the effect is very much the same. Again, save this very rare icon for use in battle with large creatures, of hordes of lesser beasts.

4. THE DARK SERVANT - SUMMON THE MIGHT OF THE MAULOTAUR!

A small Maulotaur figurine holds the angry spirit of the full-sized and blood-crazed baying version when summoned. Maulotaurs will only appear in large areas of open land, so never try and use them in corridors, and when finally one appears, watch from a safe distance as he attacks blindly, and his charge and ground fireballs are hugely damaging (just ask anyone who has faced them in Heretic). Good for clearing an arena of many troops.

5. SQUEAL UNDER THE WRATH OF SHANDOR

The most bizarre artifact is the fabled Porkalator of Shandor. Shandor was an elderly magician and lazy farmer who invented the Warp Ovum. Dissatisfied with the taste of chicken, he set about a bovine version. After numerous mishaps (including the transformation of the local priest into a jabbering half-cow beast known by its latin name as "Garius Harrodus"), Shandor settled for a pig mutation device. Use on a multitude of enemies, and hack them quickly, as the pig transformation is only temporary.

ZONE 1: HERESIARCH'S SEMINARY

THE MOSS-FILLED COURTYARD

Your starting position is atop a large granite structure, looking down onto the Moss-Filled Courtyard. Initially, you notice a huge number of monsters waiting in the courtyard. Resist the temptation to jump into them and slice them to bits, and this leads to an extremely short encounter. Better is to wait for the enemies to come to you. They ascend the lift in manageable numbers and are dispatched with moderate ease. After the visible foes are twitching piles of gore, descend using the lift, as a jump onto the green courtyard causes damage. The two other lift areas to the east and the west ascend to small areas containing two fire-belching Chaos Serpents and minor power-ups. Investigate if you wish, but it is not necessary. From the courtyard, you may now venture forth into the dark chamber beyond.

HEXEN

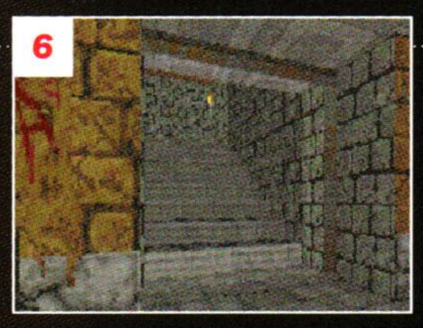
Worship me, and I may yet be merciful. Then again, maybe not...

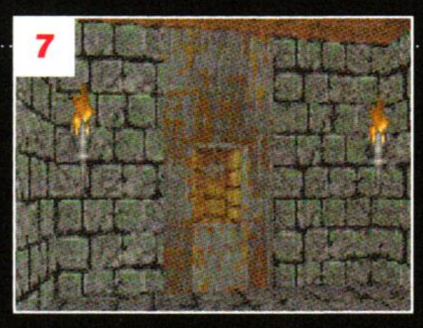
THE SUMMONING CHAMBER - THE MANY-PILLARED HALLWAY

Unless you're feeling reckless, quickly dart into the darkness and back out again. This causes the chamber beyond to illuminate, and means that many monsters can be vanquished from the first courtyard as they stumble into view. When you feel confident enough, sneak into the main and Many-Pillared Hallway, and head north. You now encounter a variety of Dark Bishops, Ettins and a Chaos Serpent, all of which must be culled with renewed vigour and glee. When this mammoth battle has subsided, heal up and head towards the stained-glass windows located the the north-east and north-west areas of the central pillared chamber. Smash all six windows (remembering to brace yourself for a confrontation with the hidden Ettin behind each window) and yank all the rock switches - they open a variety of passageways. Also be wary of the boxed chamber in the middle of the north section which descends suddenly when you walk near to it; it contains a random assortment of monsters and items. After the area is purged, climb the small steps where the Chaos Serpent was belching fire from; you find a Combined Mana crystal which is useful if you're employing the secret 'infinite blue mana' trick.

OAK DOORS AND DARK PASSAGEWAYS

Along the eastern sides of the main chamber are two passageways, whilst along the south wall are two doors (the east wall is unimportant for the moment). The two doors both lead up a few stairs to a small room with a switch which causes a wall to descend. Pick up the items in each area (and kill any straggling monsters) and return to the eastern passageways.





Are you strong enough to face your own Masters?!!

Of the two eastern passageways, the northern one leads to descending stairs and a corpse filled room with Ettins. After their quick demise, a rock switch on the north (left) wall operates the lift ahead. Be quick, and pull the switch and run onto the lift, as it descends immediately, so late timing results in crushed ankles. At the bottom of the lift shaft is a teleporter, which leads to the Silent Refectory. Try the other (southern) passageway first, as there is more to achieve there.

After striking down all the evil from the Mud Arena (paying particular care to the Chaos Serpents behind you), hack (with a non-magical blade) at the two dying trees to the south (right) of you. Now venture back up the corridor to the walls with the dragon murals. These are now rotating, and may be stepped through, providing you approach them from the left. Jog to the end of the corridor and kill the Chaos Serpents if you've missed them already, and acquire any items lying around. Jump down into the Mud Arena and back up the corridor to the switch located on the south wall. This lowers the stairs to the west, but fear not, as a small passage in the left (south) wall can now be entered into.

HEXEN GUIDE *CONTINUES NEXT PAGE*

DARK CHAMBERS OF GLOOM

Go up through the narrow stairs and dispatch the waiting Dark Bishops; show no mercy! You now find yourself looking onto the Moss-Filled Courtyard which you should run across into the other newly opening area. Stand firm against yet more Dark Bishops before descending a very dark and windy passage. Save the torch as nothing is waiting until you appear in the well-lit eastern balcony overlooking the Mud Arena. The two waiting Slaughtaurs are no match and shall taste the bite of cold steel. After the melee, pull the minotaur switch on the south wall of the balcony. This opens up a teleporter in the north wall of the mud arena; leading to the decaying and misty Orchard of Lamentations.

USE THE MANA TRICK *with this piece of combined mana and keep returning from the Misty Warrens to power-up when your blue mana runs low.*

ZONE 2: THE ORCHARD OF LAMENTATIONS

MISTY WARRENS

As you emerge from the teleporter, the cold and damp air licking your face, you face a small winding corridor. Jump over the narrow green stream (thus avoiding the waiting Stalker) and charge into any unwary Ettins who wander too close. Then secure the area; don't simply wander into other areas until you've found your bearings (and beware of the mushrooms!). Next pick of the two south entrances and creep stealthily around the corner...

CRUCIFIX CHAMBER

Hack the Ettins that lie in wait around the bend of the passageway and fight hard and well to overcome the troops stationed in this chamber with a carved central cross. Afterwards, skirt the ledge around the rim of the chamber collecting your power-ups, before heading down the stairs in the cross leading southwards and underground. When you reach the stone cul-de-sac, pull the lever on the left (east) wall. This causes the floor in front of you to descend and rise a couple of seconds later. Now is an advisable time to save your game.

UNHOLY GATHERING PLACE

Now your quest gathers pace, as this section is quite tricky, and timing is essential. Yank the lever, run onto the lowered platform, turn left (east) and run to the corner anti-chamber in one fluid motion before the floor rises and crushes you. Once in the north-eastern anti-chamber, continue around the Gathering Place in a similar manner until you come to the central southern anti-chamber. Now pull both switches; one acts in the usual manner, and one opens the central chamber revealing a number of Dark Bishops uttering foul profanities. Stain their evil blood on your weapon and once in the central chamber, pull the two rock levers in there. Then leave and return to the Misty Warrens.

Only the strongest hero can stand up to the hideous evil of the Bufton beast!!

MISTY WARRENS REVISITED

On your return to the fog-enshrouded warrens, you find that some walls have lowered to reveal a series of ascending levels containing many foul denizens of the wastes. Climb and hack your way to the top (pausing only to collect any items you find), and with the area secured, jump onto the small pond of green water to the north. Here you find a green gem. Next, clamber onto the orange wall strut and with careful timing, run and jump onto an alcove in the north-west of the warrens. Follow the secret teleporting passageway (see map) back to the Crucifix Chamber where you find the two horizontal steps of the cross itself have open doorways (one of which you will have come through). Cull the numerous Centaurs and Ettins that have been unleashed (as a north wall has opened), collect any artifacts and venture down the east stairs. Now follow a similar passageway which lands you (with the help of invisible magic) at the second of the north-western alcoves in the Misty Warrens. Collect the blue gem and ready yourself for a return to the Seminary.

BLAST *all enemies from your path and collect the blue gem. You should now have two gems in your collection with three more to find.*

BACK AT THE HEREISARCH'S SEMINARY

Along the eastern wall of the many-pillared central chamber, choose the northern passageway to the (previously described) lift, and ready yourself for a visit to the horror of the Silent Refectory.

ZONE 3: THE SILENT REFECTORY

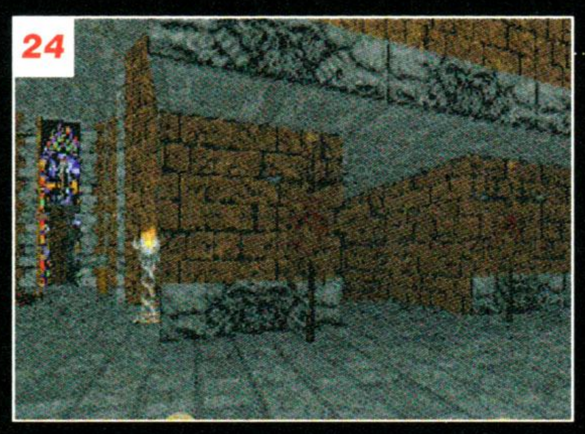
THE WINE CELLAR

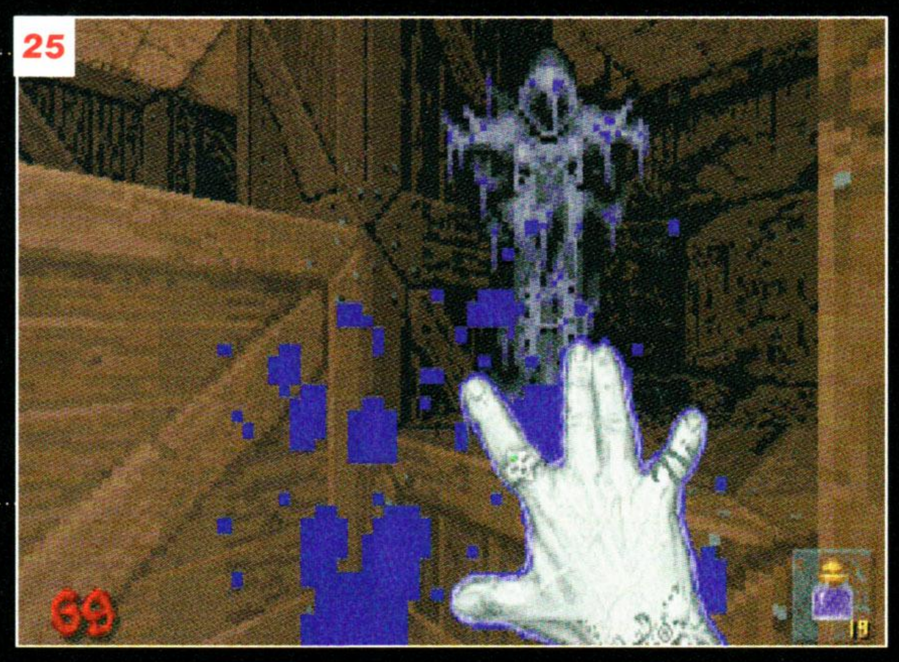
You materialise in a frightening and claustrophobic box-filled chamber, complete with chanting noises, creaks and groans. Do not lose hope, compose yourself and head for the north-west of the cellar.

Find the rock switch (switches in this room are near to boxes with the trident symbol on them) and pull it. This unearths a passageway in the centre of the north wall that leads to the Decaying Restrooms. Next travel to the east, and work your way southwards until you find a torch to collect. Then switch the lever in front of you, opening a hole leading to the Pit of Confusion. If you wish to enter the Pit, do so quickly, as the hole is covered by the moving boxes after a couple of seconds, or you may elect to wait, as you may pull this switch as many times as you wish. The final switch is located down at the south of the cellar in the middle of the wall. This switch opens a stairwell leading down to a teleporter and a secret room, the Hidden Altar. We suggest a completion of this level by travelling firstly to the Pit, then to the Altar, and finally to the Restrooms.

PIT OF CONFUSION

Upon entering this deadly circular pit, strike down all the Centaurs, and climb the stairwell to the left. At the top of the stairs, pull the rock lever, but be wary as this warps in many more Dark Bishops, all baying for your blood! After fraught and deadly combat, exit the Pit via the hole you came through, and wander towards the Altar.



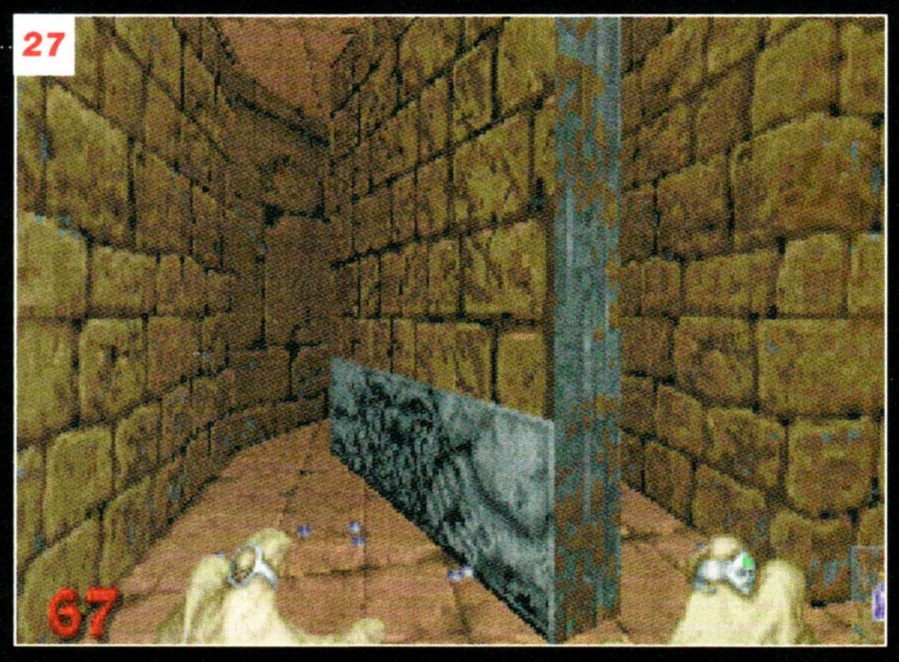


THE HIDDEN ALTAR

This room is cunningly concealed behind the newly uncovered teleporter. Head down the narrow stairs, collecting the flechettes, and turn to pass the teleporter. Continue round the tight bends until you end up in the room itself. After a short and bloody confrontation, flick the rock switch on the eastern balcony, watch the altar rise, and collect the green gem. Now you are about the embark on the bloodiest portion of your visit to the Refectory; adventuring in the Restrooms.

DECAYING RESTROOMS

Once back in the relative safety of the wine cellar, travel northwards until you reach the Restrooms. Battle through into the main dining area and engage those Bishops in some frenzied combat that they are never likely to forget. Firstly, open the door in the north west area, and enter into a small chamber. From here there are two doors, both of which lead (eventually) to the same area. The north door opens to reveal a small room with bishops and a floor of water; the south door reveals an identical area but with lava on the floor. Hack and slash until your foes are no more, and then push the wall with a grey face at its base.



SECRET ALCOVE

This turn-wall moves, and now you may enter the Secret Alcove. Dash for the red gem before cleansing the area of muttering Bishops. Now return to the Restrooms.

DECAYING RESTROOMS: SECOND VISITATION

Once back there, wander to the open hole in the south wall. This leads to a spiral staircase going left and up, with the Pit of Confusion visible to the right. Travel in a southerly direction to the top of the stairs and press the switch. Backtrack to the Restrooms and enter the opening in the east wall.

PILLAR OF THE BISHOPS

This darkened chamber hides a multitude of mumbling Bishops, as well as a descending pillar. Once the outer pillar starts to descend, jump onto it and stay on the edge, whilst hacking at anything that moves. Once at the base of the pillar, step quickly onto the smaller central pillar, pick up the blue gem and stay on this smaller platform as it rises. Jump onto the ground level when reached, and collect any items after dismissing any of the hovering Bishops that are left. Then return to the Restrooms.

DECAYING RESTROOMS: THIRD VISITATION

Once back in the Restrooms once again, you may breathe a sigh of relief - for the moment. Walk to the north wall and press against the part of the wall with the carved griffins clutching a purple gem. Keep pushing as the wall slowly moves backward, and collect the secret Banishment Device. Return to the Wine Cellar and walk to the teleporter. Once through, turn round and 'call' the lift (the teleporter in front should not be walked through as it takes you back to the Cellar). Now retrace your steps until you arrive back in Zone 1: The Heresiarch's Seminary.

FINAL INCANTATIONS: SUMMONING RITES

Travel to the huge Many-Pillared Hallway and find the large grey summoning pentagram. This should have one red gem frozen to it. Slot your two green, two blue and one red gem into the pentagram in the correct order before travelling north to the far wall where three walls (all with embossed dragon-heads on them) should be grinding back. The east and west walls contain yet more foul bishops and some gratefully received health and Discs of Repulsion. Venturing past the north wall brings you into a teleportation zone, where three teleporters wait for you to stroll through. Unfortunately, this is where our guide comes to a close (we do not want to reveal too much). Choose your next paths wisely, as only the mightiest fighters can survive the Chapels of the Griffin, Dragon and Wolf. Be warned, the entity that is ultimately summoned is hungry for your blood, so pool your mana and confront him showing no fear. Good luck, brave soul!

Want to know more? Turn to the Buyers' Guide now!

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The most authentic driving simulation has finally reached the Saturn!!
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SEGA RALLY - Superior saturn conversion with never-seen-before game features!!

In the first issue of **MAXIMUM**, we revealed the first shots of the Saturn conversion of the classic coin-op, Sega Rally Championship 1995. The response to these two pages via our Reader Survey proved to be incredible. It would seem that just about everyone is anxious to see the conversion, be they PlayStation, Saturn, PC or 3DO owner. Well, after a breathtakingly short development cycle, the game is now complete and **MAXIMUM** has its usual, unrivalled coverage.

Put simply, the game is utterly superb. As a conversion, it's a success on just about every level. There is only one major compromise. Just like Namco's Ridge Racer, the frame update has been halved. Whereas the original coin-op ran at a super-smooth 60 frames per second, Sega Rally runs at 30. That's nothing to be sniffed at though, as it is still extremely smooth and is far more fluid than the previous Saturn racing champ, Daytona USA, which clocked in at around 20 fps. Apart from that, the game is just about identical to the arcade original - bar the rear view mirror, which isn't present. Unbelievably, the texture-mapped courses look practically identical with the vast majority of the trackside detail incorporated into the conversion.

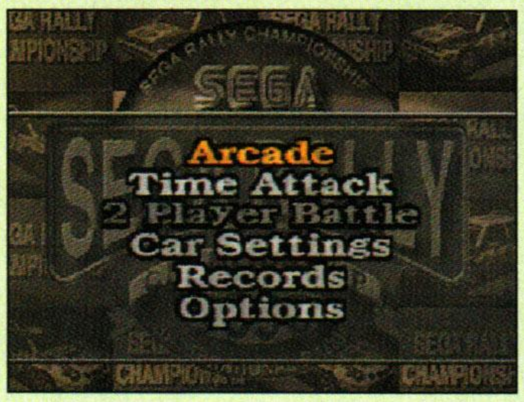
However, most importantly, Sega Rally Championship has converted across the gameplay 100%. The feel of the four-wheel drive, the superb power drift movements - all of it is here. **MAXIMUM** tested out the closeness of this conversion as we do with every other game that originated in the arcades - we test drove it side-by-side with the coin-op original, and smoothness aside, it's an uncanny conversion.

For the most information you'll find anywhere on this awesome game, read on...

SELECT FROM TWO EXCITING GAME MODES!

PRACTISE OR CHAMPIONSHIP! WHICH ONE'S FOR YOU?

There are three courses in Sega Rally Championship and these can be accessed in two different ways in Arcade Mode. Choosing Practise allows you to get the feel for a certain course by zooming around a couple of laps. However, far more exciting is the Championship option. Just like real rallying, the objective is to get from point A to point B and then continue your race on another section of land. What this basically means is that you perform one lap of each race and then move on to the next track.



Some of the options in Sega Rally. As Rally veterans can tell, all of the arcade modes (and more!) have been included. Excellent.

FIND THE HIDDEN CAR!

When **MAXIMUM** recently visited the offices of AM3 over in Sega of Japan's Tokyo headquarters, the game's producer, Tetsuya Mizuguchi revealed that the conversion team have added many features to make Sega Rally more lastable as a home title. Some of these additions are found in the front-end, but most exciting of all is the inclusion of a new car.

This is given as a reward for completely finishing the game in Arcade Championship mode. We will be revealing more about this next month, but we can reveal that the vehicle in question is a rallying supercar of some repute and is capable of speeds far in advance of either the Lancia Delta or the Toyota Celica! Just to prove we got there, check out the picture to the right and ponder...

NEW SATURN-ONLY FEATURES INCLUDING TWO-PLAYER OPTION!

RACE YOURSELF IN GHOST MODE!

If you are one of the fortunate souls to own a memory cartridge, you benefit from an all-new Sega Rally feature. With the cartridge installed, Sega Rally saves off your best performances on each track (the in-built memory doesn't have the necessary storage capabilities) and you are able to better yourself by actually racing against your past performances. This isn't a new idea (who can remember the absurdly monikered Phantom Photon in Hard Drivin'?), but it certainly adds a little bit of excitement to the game.

ENTER... THE TWO-PLAYER MODE

One of the criticisms levelled at Daytona USA was the lack of a two-player mode. Sega Rally fans will be pleased to hear that the CS conversion team have included a head-to-head two-player battle facility in the Saturn game. That's the good news.

The bad news is that it takes the form of a split-screen mode. Whilst this means that the game can be played without having to resort to link-up cables, multiple TVs and indeed multiple Saturns, **MAXIMUM** can't help but to be slightly disappointed. The split-screen game is actually very good considering - although the graphics are less detailed, the game remains as smooth and you don't notice many of the compromises because everything's so much smoother.

However, the lack of a link-up mode is a bit of a blow, especially considering how well it works in the forthcoming Ridge Racer Revolution on PlayStation.

Still, in two-player mode, you can play on any track (including Lakeside, if you have completed it in one-player Championship mode) and choose any car (including a tuned car or the secret car, if you've found it). So, there's plenty of scope for race variations.

The range of options in Sega Rally is exceptionally fulsome - especially in the area of two-player battles. Handicaps, head-starts, and catch-up modes are available.

Study these pictures of Sega Rally in its two-player mode and you can determine the amount of graphical compromises the CS team were forced to cope with - however, at speed, you don't really notice.

A selection of two-player action for your perusal. The mountain track (left, above-left) offers some of the most exciting two-player racing to be had in Sega Rally.

CHOOSE FROM TWO CARS WITH MANUAL OR AUTOMATIC TRANSMISSION!

CHOOSE MANUAL OR AUTOMATIC

Just like Daytona USA, Sega Rally offers a four-speed manual or automatic transmission. And like any other racing game (particularly from the Sega stable), it's best to forego the automatic option and dive straight into the game using manual gears.

Using the automatic option is great up to a point, but for the fastest times, you have to be in total control of the car. There are some corners where you have little choice but to collide with the roadside scenery, because you only have one way of losing speed - the brakes. Using manual transmission, you can take much speed off your car by dropping down a gear or two and then performing an excellent swerve in combination with the brake.

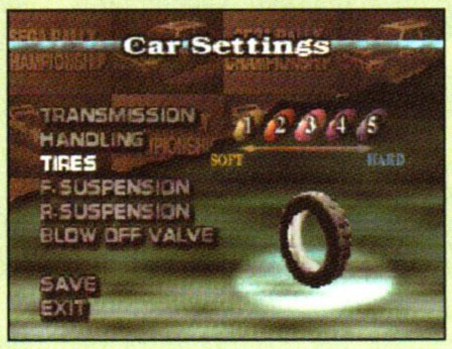
You do get a tiny amount of extra speed by choosing manual, but you get much further in the game because of the extra cornering power it gives you.

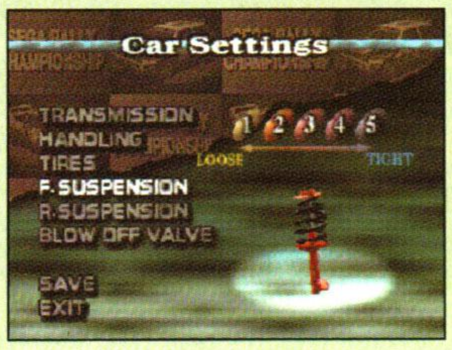
The beginners' choice is probably the automatic transmission version of the Toyota Celica. Getting through to the Lakeside course with this particular motor is relatively simple.

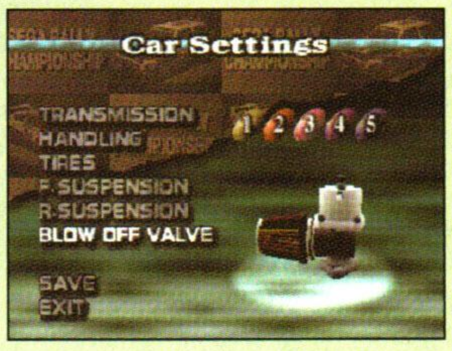
TUNE YOUR MOTOR FOR MAXIMUM EFFICIENCY

In a daring bid to make this home game a lot more lastable than the arcade original, Sega of Japan's CS conversion team have added a Saturn-specific tuning section which allows you to fiddle about with individual aspects of your motor car. Once you're satisfied with the overall performance you have attained, you can save your creation off and race it in Time Attack mode or in two-player battles.

Custom car settings based on either the Celica, Delta or secret car allow you to create and save off your personal vehicle.







Once you have completed your customisations, you can take your creation into any of the game's variations - apart from the arcade modes... unless there's a cheat of course - and we can reveal that there are plenty of those in Sega Rally.

SELECT TIME ATTACK AND IMPROVE YOUR DRIVING SKILLS!

TIME ATTACK!

The best way to practise a track is to access the Time Attack option. This allows you to go through each course, performing however many laps you want until you beat your best time (or get bored). This feature definitely makes the Arcade mode's Practise feature a bit redundant. Of course, the best times are saved off onto the Saturn's in-built memory.

QSOUND QUANDARIES

In our first Sega Rally feature in the last **MAXIMUM**, we revealed that the original aural excellence of the coin-op was going to be replicated almost perfectly on Sega Saturn using surround sound techniques. Mr Mizuguchi revealed that the sound in the conversion has been mixed in QSound, which provides an excellent atmosphere during the game. It isn't as pronounced as in the other QSound product we've seen this month (X-Men on Saturn), but the engine noises and particularly the sound of rubber on dirt, are extremely good.

TWIN VIEWS ON OFFER

Just like the original arcade game, Sega Rally Championship features two very different views to get to grips with. Best of all is the so-called internal viewpoint. Here, the camera is actually situated on the front bumper of the car, Ridge Racer-style and offers an incredible sense of speed and acceleration - just like WipeOut on the PlayStation. This viewpoint is best for the instinctual player who can visualise the position of the rear wheels (very important for a successful power-slide).

The external viewpoint, accessed using any of the X, Y or Z buttons, shows the chase car perspective with which we are all accustomed. This viewpoint isn't quite as fast, but it does allow for easier powerslides because the entire car is on-screen, making it less difficult to straighten up.

Once Lakeside is complete, you can select it in a two-player battle or in Time Attack.

TRACK PREVIEW - The beginner and advanced courses set the pace!

On this page **MAXIMUM** gives a very brief rundown on the Desert and Forest tracks - the first two courses in the Sega Rally Championship. There is absolutely no problem in getting through these races whatsoever - in fact, if you can't reach the mountain course on your first attempt, you're in trouble. Just make sure you keep to the recommended Championship rankings and you should have no problems. The more difficult courses - the Mountain and Lakeside tracks are revealed in gratuitous detail over the following two spreads.

THE WIDE ROADS OF THE DESERT TRACK ARE IDEAL FOR BEGINNERS

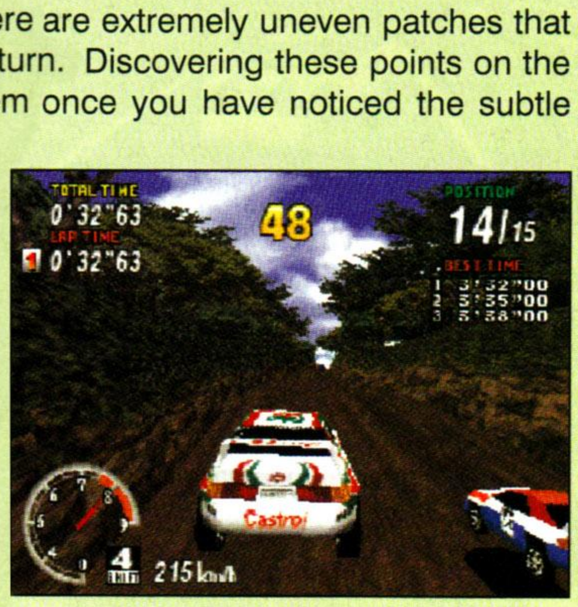
The first stage of the 1995 Sega Rally Championship is set in Africa, which means you can expect dry conditions, but no tarmac. Two types of surface are found in this level - sand and mud. Both of these aren't too great when it comes down cornering, but thankfully, the roads are so wide, taking the corners isn't very difficult and gives you good "sliding" experience.

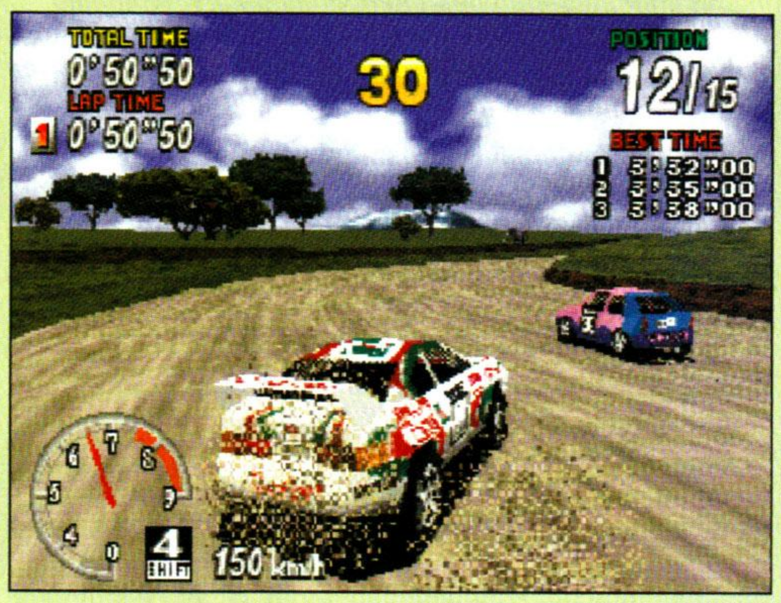
No-one should experience any problems at all with this course. For starters, there is absolutely no reason why you should need to drop down from top gear or even apply the brake at all! Most of the turns in this desert-terrain are very easy, with only the final right-turn providing any challenge at all (and the challenge there is in regaining your top-speed as quickly as possible).

One thing that should be noted about the Desert course is the fact that it is pretty uneven, particularly on the sides. Whilst driving up the side of the banks isn't that disastrous, sometimes there are extremely uneven patches that can cause your car to skid and may even result in a 180 degree turn. Discovering these points on the track isn't too difficult and avoiding them shouldn't be a problem once you have noticed the subtle marks on the track.

CHAMPIONSHIP RANK

If you are playing Sega Rally in Championship mode, you need to finish this track with a rank of 10th if you are to stand any chance of reaching the number one position by the third leg of the race. Expert racing could see you completing the race with a 9th position - which is usually synonymous with a time around the 55 second mark. That's pretty good going.





TIGHT CORNERS CAN SPELL DISASTER ON THE ADVANCED FOREST STAGE

Funnily enough, although there is no denying that this course is initially difficult, it isn't really as hard as you might imagine. Of course, the key is to get to know the turns in Time Attack mode, but even then you should discover that there are only two or three difficult corners to take.

It's in this level that your navigator (the one who's shouting "Easy Left!" or whatever) spouts gibberish for the most part. Many of the so-called Medium turns are super-hard - some of them require very little cornering whatsoever.

Aiding your chances in this level is the fact that the surfaces you're driving over (dirt and tarmac) are generally reliable and flat. This means that unlike the first stage, there are no points which send your car spinning. There aren't any jumps either, which is a boon when it comes to control.

One corner which is extremely tough to take is the hairpin, which thankfully your navigator gives you plenty of notice for. It's here that the decision to choose a manual transmission just begins to pay off.

CHAMPIONSHIP RANK

Being the middle leg of the overall race, achieving a top position is essential if you have designs on achieving the top position in the final segment of the race. Aim to be in at least fourth position by the end of the leg, with third being the target for expert racers. You should really be in this position before the final corner.

TRACK PREVIEW - The high-speed thrills of the expert MOUNTAIN course!

As you might imagine from the race classification, Sega Rally's Mountain course is definitely the most taxing in the first three races - although its challenge level pales into insignificance compared to the Super-Advanced Lakeside track.

The course is set entirely on a tarmac surface, which is good, but the benefits this gives you are negligible when you consider how narrow the course gets at certain points. Things are fine and dandy when you're hurtling through the Mountain's town, when the road is pretty wide (and hence decent for overtaking). However, the mid-section of the course is extremely thin, when the track is reduced to a thin concrete strip which curves around the mountainside. The fact that they're also situated on dangerously tight turns also doesn't help.

Once again your navigator turns out to be a bit on the useless side. At the tail-end of the track, there are a number of very slight turns, situated in the middle of the town. The navigator suggests caution but you can actually burn up the opposition here with minimal effort. The fact that these turns are on a downward slope only helps.

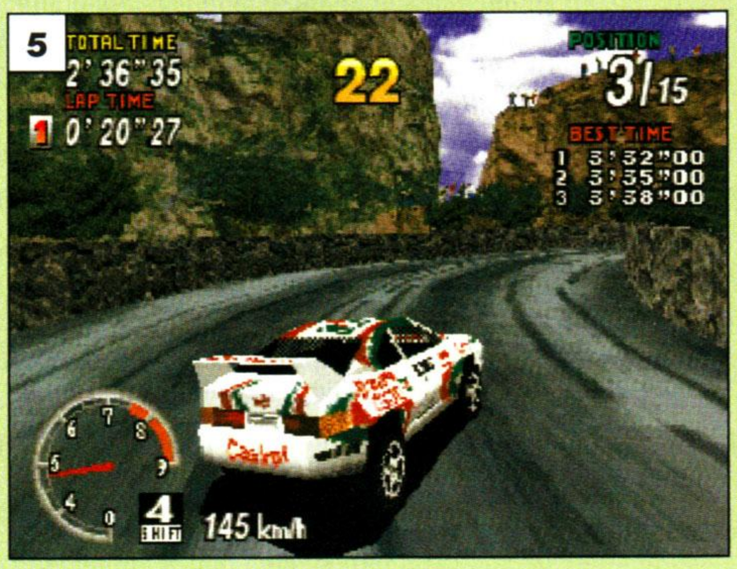
There are a couple of nasty turns before the final stretch, but nothing to get terrified about. Challenge for first position!

Of course, when you begin the race you really have to get the best possible start. Aim to finish the countdown with the needle at around the 7,000 rpm mark. There are no significant problems at the very beginning - the road is very wide and you have plenty of opportunity to put your foot down and admire the brilliant texture-mapped scenery. Be ready on that brake though...

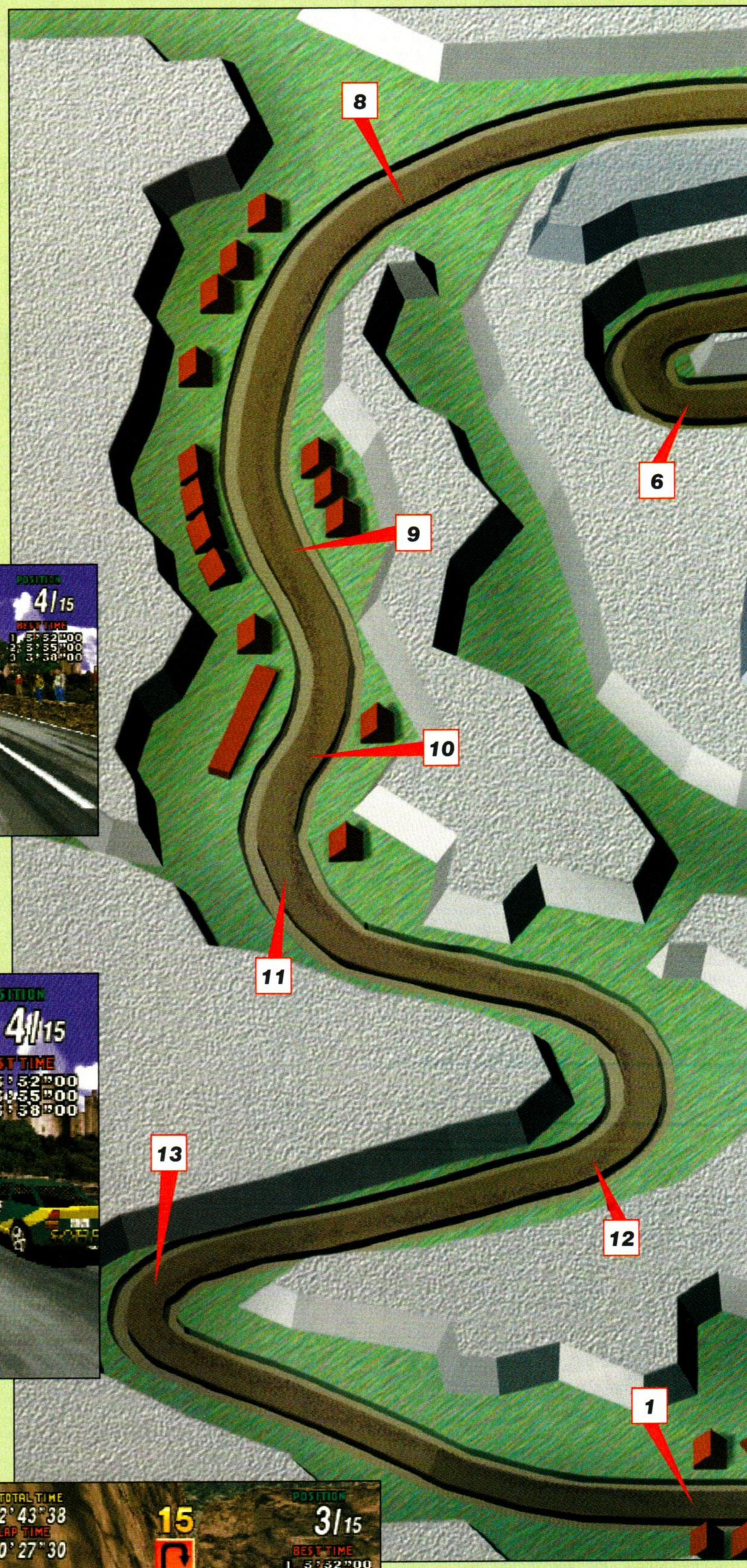
You can maintain maximum speeds right up until this point. As you approach the checkpoint and pass underneath the rock bridge, this is your signal to slow down and ready yourself for a very difficult left turn. Staying at the centre of the road is helpful in achieving the optimum slide around the corner. This is the first true test of the mountain course.

Aim for the checkpoint (above). Even if the time runs out and the counter's on zero, sometimes you can coast over for extra time.

At this point, the track becomes slightly more difficult to negotiate. You remain on tarmac, but the surrounding walls stop any off-road racing. Putting your car into a decent turn and pulling off an accomplished power-slide is the only way to effectively progress your way up the Sega Rally rankings. Hit the wall and valuable seconds are lost.



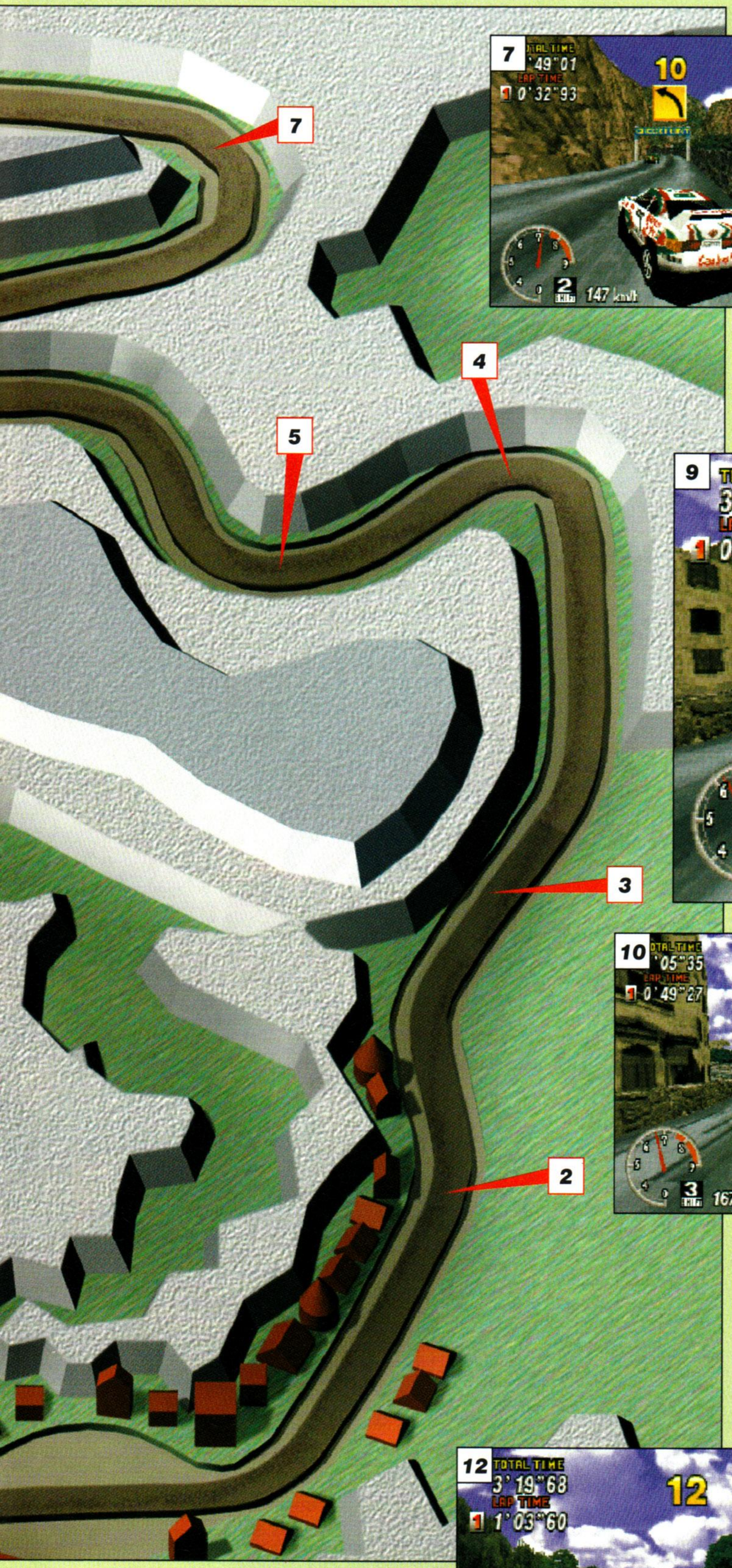
Choosing the manual transmission might involve a bit more effort, but it's when you're facing hairpin turns like this that you really begin to appreciate the extra slowing power the gearbox offers. Whilst automatic drivers rely on just the brake, manual drivers can slow right down and gain extra rotation by dropping down a couple of gears and power-sliding.

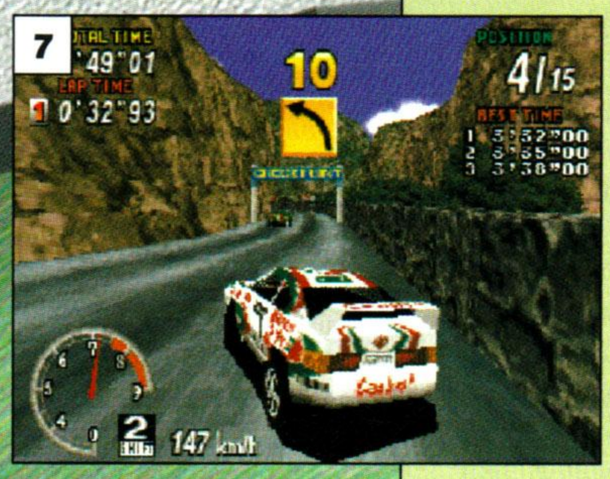


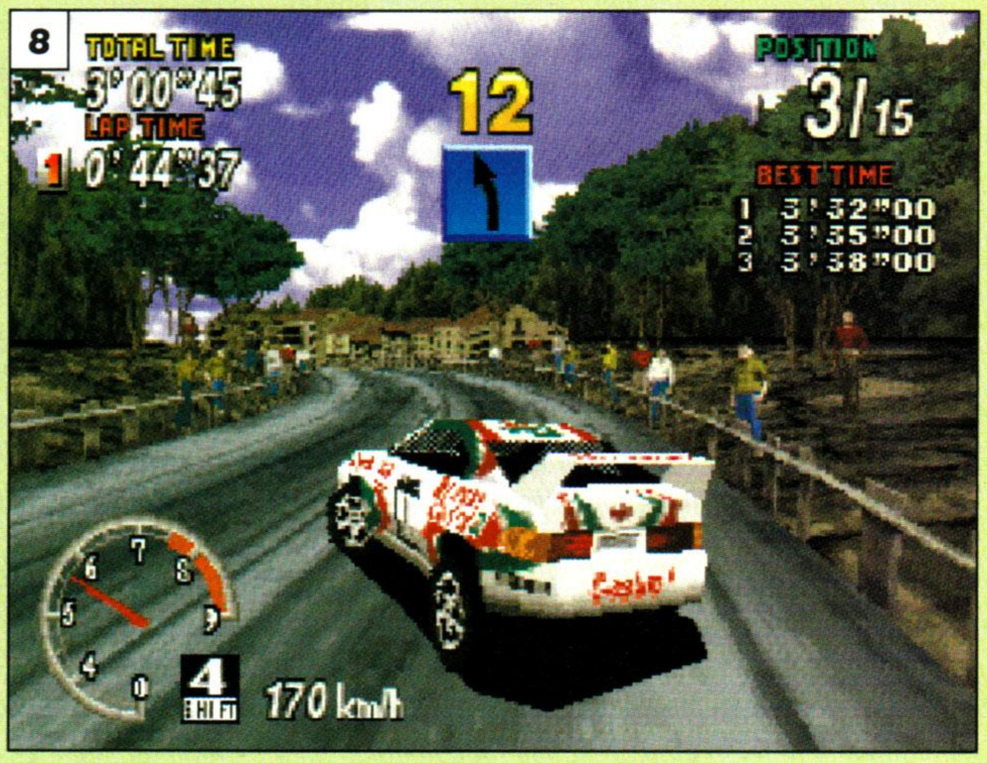
CHAMPIONSHIP RANK

Although it is possible to finish the leg in the allotted time limit with a rank of third or even fourth, it is essential that you come in first. If you're an expert racer, you should be overtaking the race leader by the hairpin corner. Mortals will probably catch up two or three corners away from the final stretch. Come in first and you then have access to the final course - the daunting Lakeside track - a true test for Rally masters (see over the page).

EXTENDED PLAY

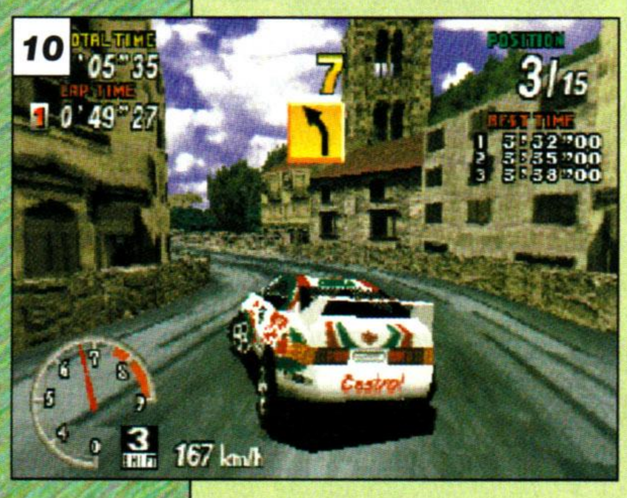






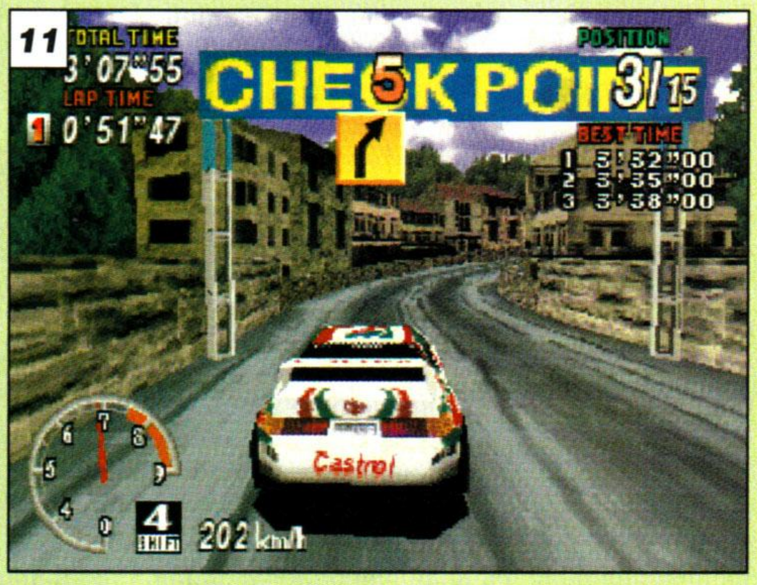
It's here that your navigator advises caution, but he's best ignored as this long, relatively straight stretch of tarmac is downhill all the way, offering you plenty of opportunity to regain seconds and overtake the opposition.

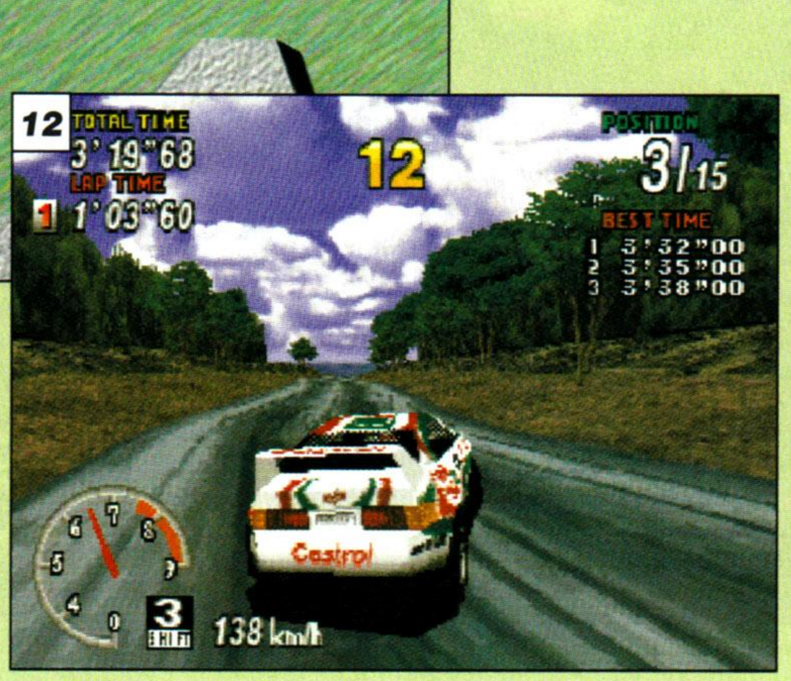
Keep the foot to the floor but make sure you retain control of your rallying automobile. As the road is surrounded by walls, there is absolutely no scope for off-road racing. Well, this is the expert track so get to it - the finishing line awaits true masters.



The corners at this point are quite consistent. Consistently hard that is. The narrow aspect of the road makes overtaking any enemy cars at this point an occupation for rallying veterans only!

When you reach this part of the track, placing is all-important. Although your allocation of seconds is running out, it doesn't matter as no extra time is carried over to the next race. The corners retain their difficulty right up to the finishing line.





The final two corners of the Mountain track are seemingly quite easy. The return of some small hillocks promises some easy off-road racing if you foul it up, but it's all a big trick designed to ensnare rookies. Just like the beginner track, some off-road areas send you flying off in the wrong direction and these two bends are prime examples. Stick to the tarmac and powerslide!

TRACK PREVIEW - The secrets of the super-advanced LAKESIDE course!

This is it - the "secret" track. The Lakeside course is only accessed by coming first in the Championship mode and is meant to be the ultimate test of a Sega Rally player's driving skills.

From the word go, the track is incredibly difficult. As you can see from the pictures, the actual width of the course is very thin indeed, remaining so for the majority of the race. The dirt surface makes grip difficult, especially since you play this track straight after the driver-friendly tarmac of the Mountain course. There are no banks or off-road driving allowed either - the Lakeside track is surrounded mostly by fences or sheer verges.

As you might expect from a super-advanced course, the turns are especially hazardous, with a bewildering array of tight corners. In fact, the amount of easy corners can be counted on the fingers of one hand.

Players have to be at the height of their skills to retain the first position and complete the course in the allotted time. If you finish the race (but not in first position), the course is added to the Time Attack menu, which allows you plenty of scope for practise.

CHAMPIONSHIP RANK

You start this course in pole position, and the entire race is spent keeping it that way. This is the only track that tends to suffer due to the lack of the arcade version's rear view mirror, which makes cutting up your opposition very difficult. Finish this track first and a mysterious, turbo-charged present from AM3 is yours!

Engage at top speeds as you begin the toughest challenge in Sega Rally - completing the super-advanced Lakeside course! As you can see, you retain your pole position after your accomplishments in the previous three tracks and it's your job to stay there (a task made difficult by the lack of the coin-op's rear-view mirror. Just about the entire course is surrounded by fences or rocks, so this is the ultimate test of your cornering skills.

As you can see from the above indicator, the Lakeside track offers little quarter immediately thrusting you straight into some deft cornering. Just one bad mistake loses you the first position - the picture above-right shows a perfect power-slide around a notoriously difficult corner on the Lakeside track. Contact with the side of the track MUST be avoided at all costs.

Some small respite is offered on the first straight in the lakeside course, marked by the passing of birds in the twilight sky. Keep your eyes on the road though and use this opportunity to regain the first position if you lost it on the hard corners at the beginning of the track. This is the only easy bit on this particular course!

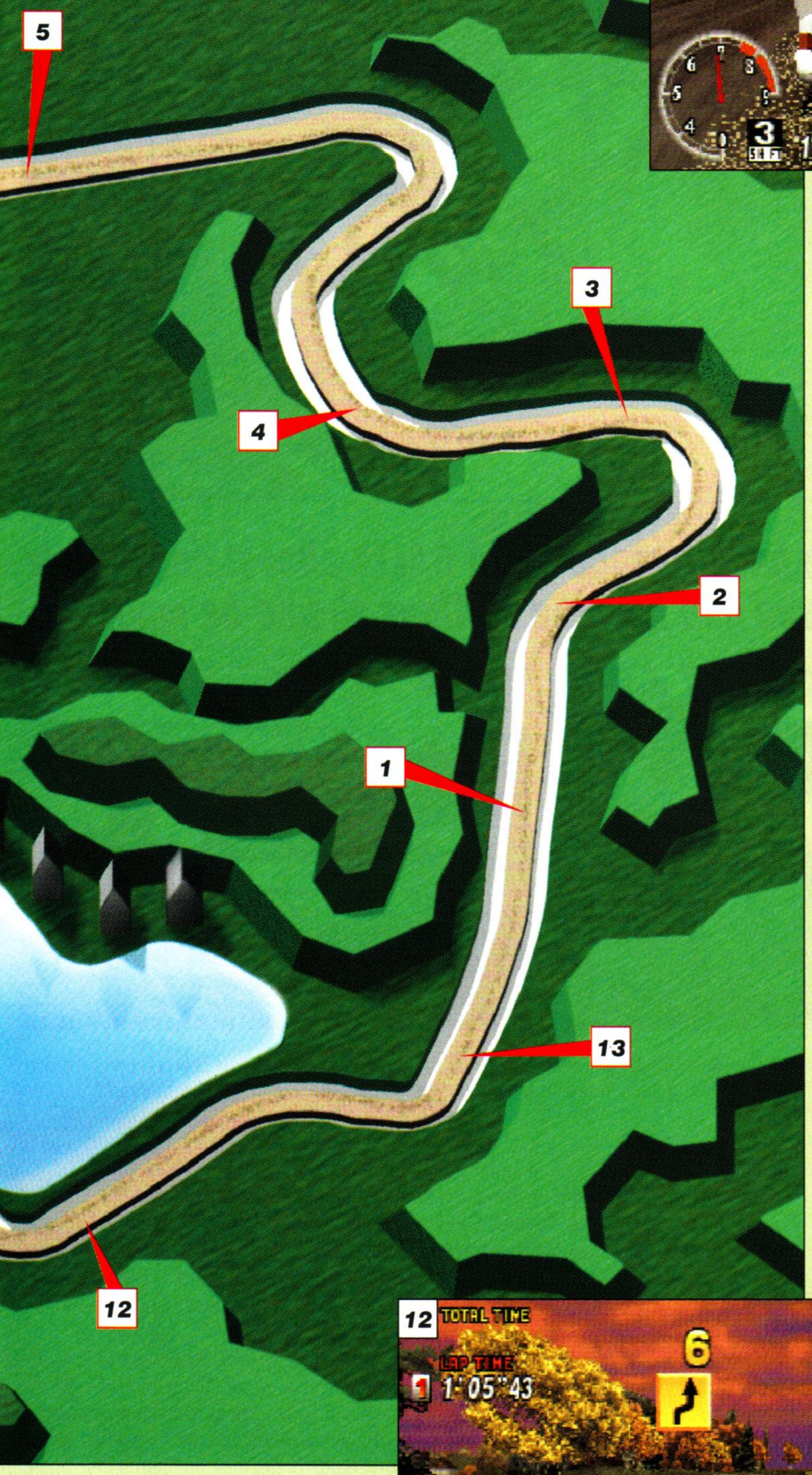
A couple of smaller straights follow the larger one - be aware though that this particular straight is right between two particularly tough corners. Perhaps this part of the course has been designed to trick the gullible driver?

EXTENDED PLAY

At this particular point in the track, we get our first glimpse of the eponymous lakeside. The Saturn version does this quite cleverly by always having it as part of the background - it's totally obscured by the scenery until you reach this point in the scenery where it is revealed in all its 2D glory!

The cornering required here is pretty straightforward, so you can retain a great deal of speed as you speed around the Lakeside course.

Of course, the REAL test for a true rallying master is to complete the Lakeside course with the secret hidden car! We aren't going to give too much away, but the top-speeds you get are at the expense of handling. Lakeside is the one track where you need every bit of grip you can get.



A scene you're quite often likely to see on the Lakeside course involves smashing into the side of the road - walls and suchlike, you get the idea. Staying in the centre of the road is clearly preferable...

Another respite from the tough cornering occurs at this point in the track - although it is the forerunner to a pair of very deadly near-90 degree turns. Hit the brakes and don't worry about your foes - they have to slow down here too.

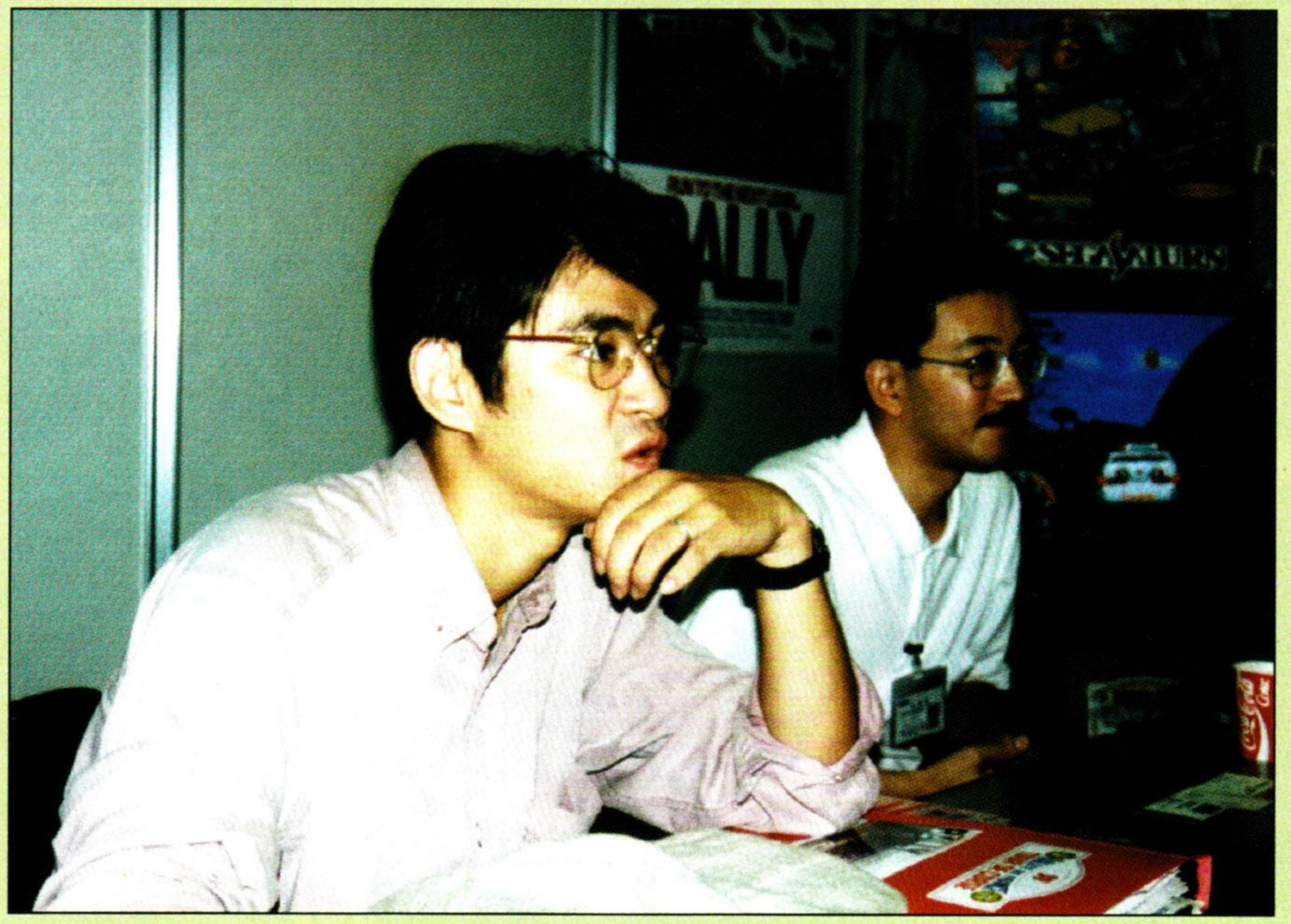
It's the final stretch! Put your foot down and overtake your opposition - although by this time you really should have regained first place if you lost it at some point.

AM3 INTERVIEW - The CS conversion team exposed to MAXIMUM shock!

As part of our extensive research that goes into our Extended Play features, **MAXIMUM** likes to talk to the people behind the projects in question. During August, our Japanese correspondent paid a visit to Sega of Japan's Tokyo offices to review the work in progress and quiz AM3 producer Tetsuya Mizuguchi and other members of the CS team.

First of all we enquired about the processes involved in turning a superlative Model-2 product into a Saturn game. Sega Rally's designer, Atsuhiko Nakamura, told us, "On the technical side we have remade it to a considerable degree. Almost completely. We used the [arcade] graphics to some extent, referring to our original data. But as for the program, the power of the machines is different. The arcade version updated at 60 frames a second - we made it 30 frames which meant we had to make quite a few fine changes in the game's parameters. So, it was almost completely remade."

Model-2 is a system totally different in design to the Saturn's internal architecture. The arcade system actually overlays several different polygons each with a single-colour texture. This way, the arcade coders can add details as they please. "There are polygon models [from the arcade version] which have texture, but the arcade version has monochrome texture. The polygon count is lower in the lower in the home version [but each individual texture can have 16 colours - **MAXIMUM**]. We played the arcade version many times to see the data which is the basis for our programmer and designer."



"On the technical side we have remade SEGA RALLY almost completely We drove in the cars, saw how they moved and how the settings should be made."

Much has been made of the recently revealed Sega Graphic Library - a new operating system for the Saturn which forms the basis of the amazing new Virtua Fighter 2 conversion. "When we started making the [program] environment, the new operating system had not been completed. We had to go our own way, which took time - the team was *good*."

Mr Mizuguchi and the CS conversion team went to the Indonesia rally event in July (above) to gain some first-hand experience of the event and the actual feel of the vehicles - this research has obviously paid off.

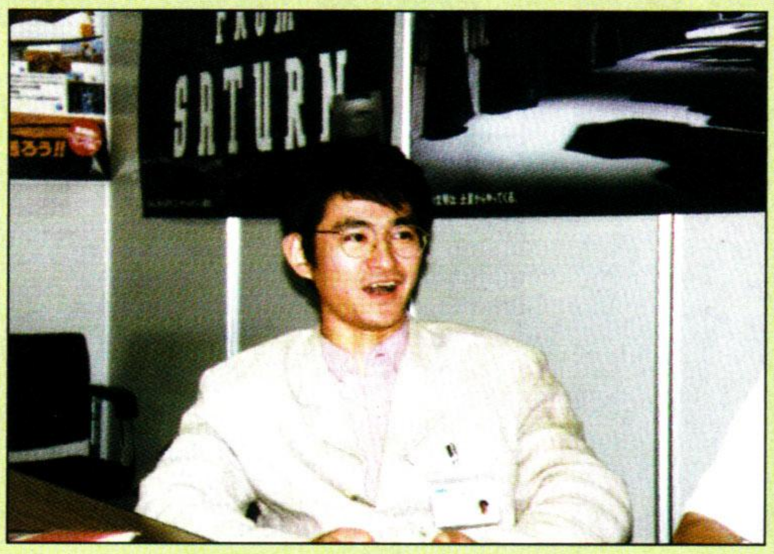
At the time of the interview, the Mr Mizuguchi was in the process of adding in the enemy cars and the super-secret bonus vehicle. "There's a new car, which hasn't been revealed yet... It's not been announced yet, but for those who like rallying... There was a 'supercar' craze some years back in Japan. The car in question was reproduced as a small eraser which people played with and it became very popular. Probably those in their late twenties will be very happy."

So how did the team go about converting the coin-op onto the Saturn. What processes were involved? And how did they recreate the feeling of the rallying so well on the humble Saturn? "Our designers went back to the arcade version and worked out the locations, drew pictures and captured the atmosphere and the feeling of distance. Then there was about two weeks of discussion on their work.

"During this time they worked on the car settings and we had Mr Yoshio Fujimoto, winner in the Toyota Castrol car to advise us. Then Mr Nakamura, Mr Hattori [conversion team members] and Mr Fujimoto went to the Asian Pacific Indonesian Rally for three days and studied the cars. They actually drove in the cars, saw how they moved and how the settings should be made."

However, these driving parameters weren't just designed around the Toyota Castrol car. "They're general - not just about the Celica. They include other details, such as Michelin tyres. We didn't want it to become too complicated."

It's certainly a busy time for Mr Mizuguchi. As well as producing what must be one of Sega of Japan's most important Saturn games, he remains firmly involved in the arcade side of AM3. He's currently putting the finishing touches to the awesome Manx TT Superbikes - surely this will be the next conversion undertaken by the super-talented Rally conversionsmiths?



Tetsuya Mizuguchi relaxes during the development of Saturn Sega Rally Championship, taking time out to speak to MAXIMUM, before completing the conversion and the forthcoming Manx TT.

"We had Mr YOSHIO FUJIMOTO, winner in the Toyota Castrol car to advise us."

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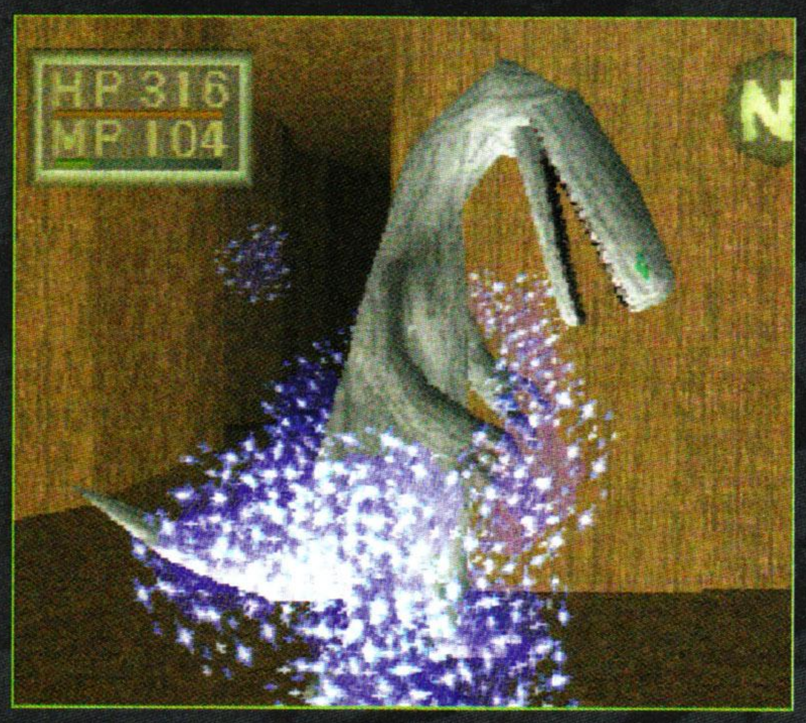
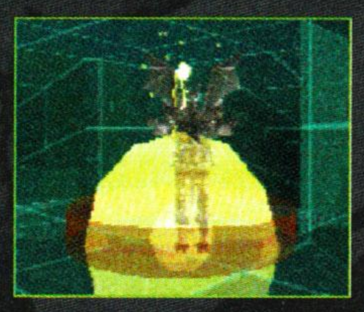
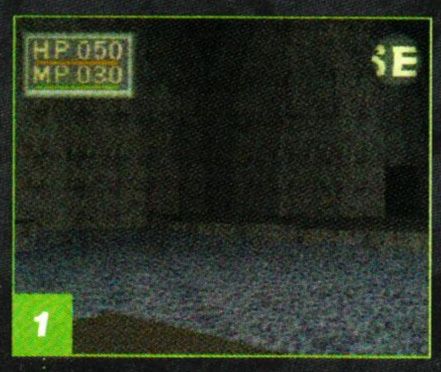
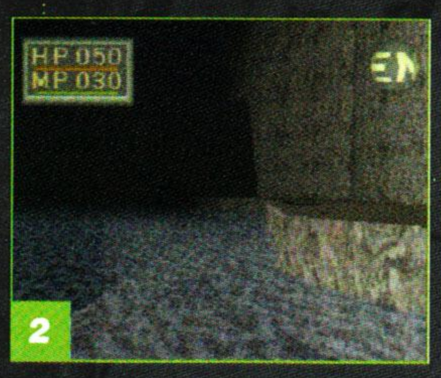


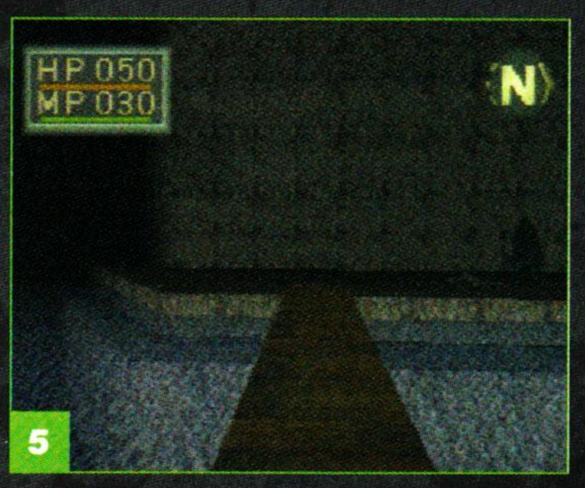


Search the Island for the Moonlight Sword then restore peace to the kingdom!





YOU START *on the shore of Melanat Island and you must begin the search for new equipment. Head eastwards and avoid getting too near the Kraken.*



You can hear strange sounds to the west and decide to investigate. Go left of the shallows and you shall discover the Kraken! This gigantic squid-like creature is the ruler of the north seas. It can create storms that bring passing ships within reach of its massive tentacles. Death is instant should you get too near so move quickly through the shallows taking care to avoid the killer fish that swim nearby.

Ahead lies a wooden bridge that crosses a stretch of deep water and it appears to be the only way to reach the other part of the shore. You're unsure whether the bridge will give way under your weight but you must make a decision. Turn back now and you won't get anywhere in this game!

KING'S FIELD 2

An incredible adventure into the unknown! Use weapons and magic against the evil forces!

It is now several years since the first King's Field quest, where adventurer Jan journeyed into the sinister forest realms surrounding the fair land of Verdite to battle the twisted monarch and locate the mystical Moonlight Sword. In the time since that first adventure, Jan has been inaugurated as the king of Verdite and now rules over the tranquil land.

However, recently disturbing reports are reaching the court. Eyewitness accounts are describing evil, demonic beasts once again roaming the forests. Even experienced hunters are disappearing and not returning, with only gnawed bones and decomposing entrails being recovered. As panic spreads like wildfire through the country of Verdite, Jan is drawn to elven legends telling of the arrival from the stars of a giant craft, which sank into the ground on Melanat Island. Tales permeate history of unspeakable evil emanating from the island, poisoning the very air itself.

Deciding to rid the land of the malevolent arrivals, Jan strikes out from his castle and begins a series of crusades against the new menace. Although the monarch's campaigns prove moderately successful, disaster strikes one day when Jan returns from his last crusade. The Moonlight Sword - the very symbol of his country's power has been stolen.

Seeking counsel from his fellow swordmaster, Alexander Garusha Regnus, Jan learns of a mysterious "Priest King" who has been making enquiries about the Moonlight Sword. Alexander believes that all of these disasters occurring at once are a sure sign of some kind of invisible force at work. The "Priest King"'s path leads to Melanat Island and once again Jan is reminded of the elven legends.

Seeking to help his friend, Alexander decides to track down the "Priest King" to Melanat Island and confront the ancient legend in person. However, once Alexander has set sail for the island, disaster strikes as a huge contingent of enemy demons attacks his boat. The vessel is almost instantly destroyed and Alexander is forced to abandon ship, his unconscious form being washed up on the shores of Melanat Island.

As Alexander awakes, he becomes aware that he is totally alone in a grim, foreboding land, without any of his essential supplies, armour or weapons save a small dagger. Despite the huge odds stacked against his survival, Alexander resolves to continue and to complete his original mission. Setting out in search of his friend's Moonlight Sword and of the "great being" behind the elven legends, Alexander does not yet realise the enormity of the quest ahead of him...

Chapter 1

You wake up and see the dark seashore of Melanat Island. It's very gloomy but you can make out high cliffs and a cave entrance just ahead. Where do you go first? The main attraction of this game is that you can go anywhere and do anything with no limitations - unless you get yourself killed that is!

The water is very deep around the island but if you look closely you can see a shallow area that surrounds the shore. Take one foot out of this shallow area and you'll drown so watch your step.

PS FROM

THE SEQUEL TO KING'S FIELD
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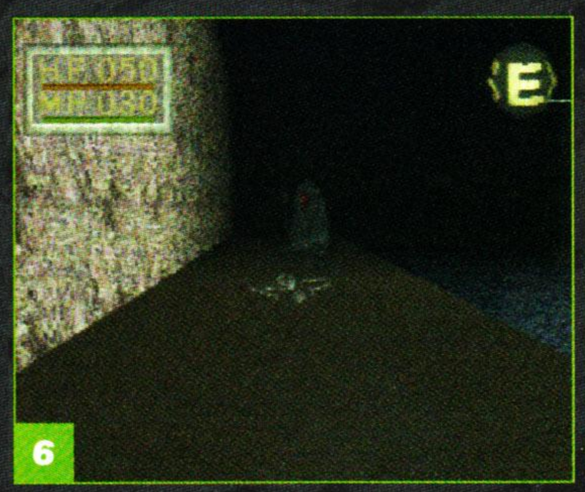
THE FIRST BATTLE *is against a Kraken larvae. This creature is relatively easy to defeat providing you stick to the basic fighting procedures outlined on the next page. Every time you defeat a monster it leaves some gold behind for you to collect.*



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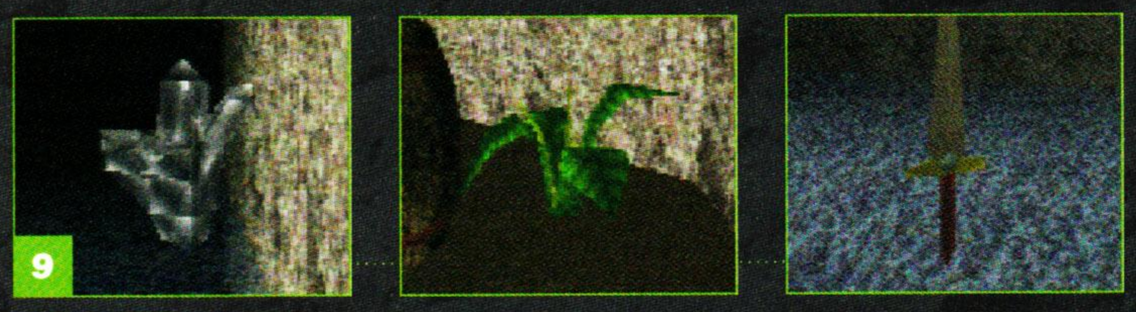
Plucking up courage you cross the bridge staring nervously at the giant insects that fly overhead. Hang around for too long and the Baltail will attack. Lurking in the shadows you can make out a creature that looks like the Kraken. These creatures are Kraken larvae, with smaller bodies and little strength compared to one you encountered earlier. Use the basic combat procedure and attack straight away.

With the larvae destroyed you have the freedom to investigate this part of the shore. There are three interesting items lying nearby including a sword. Equip yourself and your attack power increases dramatically. A waterfall stands at the mouth of the river with a large shallow area directly below. A feeling of tremendous evil lurks in this area so it's probably wise to leave and return later when you are stronger.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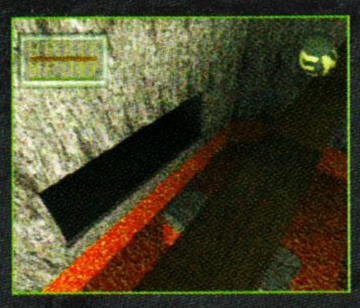
THERE ARE ITEMS NEARBY *to collect including a short sword. Equip this item straight away and dramatically improve your fighting capabilities. Use the medicinal herb to recover hit points when your energy is low.*

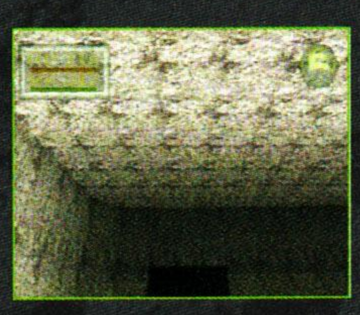
The basic controls of KING'S FIELD 2

If you've ever played classic PC games like Doom, you'll soon be familiar with the control system of King's Field. Every button on the PlayStation controller has a function and they are positioned perfectly to give you a level of control far superior to anything the PC can offer.

The top and bottom buttons on the direction pad move Alexander forwards and backwards in the direction he is facing. You can change that direction by pressing the left and right buttons on the direction pad. Using the direction pad alone is not recommended and can operate more effectively if used in conjunction with the parallel movement buttons found on the top of the controller. This enables you to move in a circular motion which is useful in turning corners and getting behind enemies without losing sight of them. Parallel movement also comes in handy for avoiding projectile weapons like arrows and fireballs.

The L2 and R2 buttons move the viewpoint up and down so you can look more closely at ceilings and floors. If you are high up on a platform or ledge you can adjust the viewpoint and look down to discover new areas to explore. These buttons also come in handy when attacking low-level creatures like the green slime or high level monsters like the Balteel, a flying creature that closely resembles a giant dragonfly.





ADJUST YOUR VIEWPOINT *when crossing bridges or high ledges. You might spot some useful item or discover hidden areas to explore.*
It also comes in handy when attacking low-level creatures like the green slime. Some weapons like the Battle Hammer have a greater striking arc and this keeps your viewpoint adjustment to a minimum.

On-screen information

Vital information about your character's condition can be located on-screen at all times. Below is an explanation of the information on display.

1. HIT POINTS (HP)

These represent your character's health and if it reaches zero you die! You start the adventure on 50 hit points and these increase every time you progress to the next experience level. Experience is earned by defeating monsters in battle so you'll gain in strength faster if you can destroy every creature you encounter.

2. MAGIC POINTS (MP)

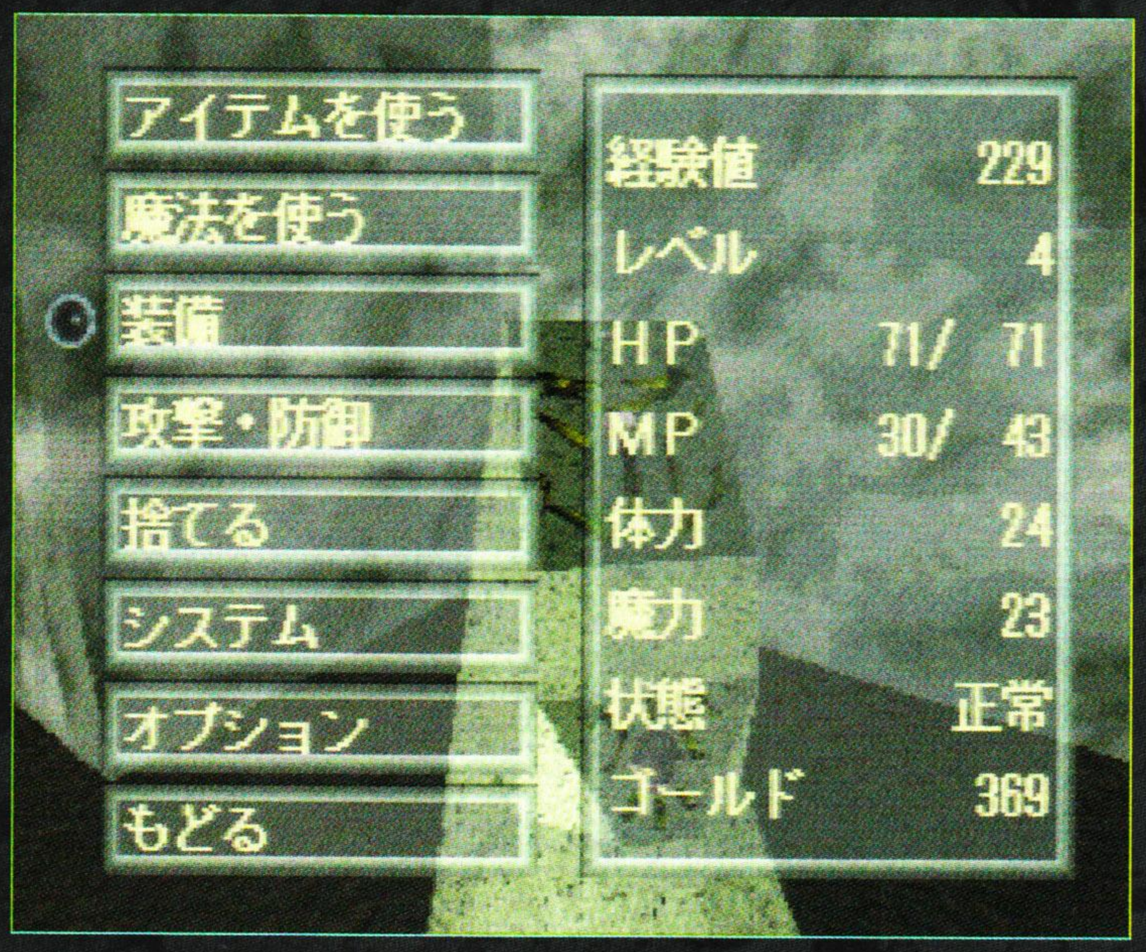
You need magic points to cast spells and you are unable to use magic if they reach zero. You begin the game with 50 and like hit points they increase with experience. The number of magic points required to cast magic varies with basic spells needing only 3 points compared to powerful offensive spells draining over 32 points.

3. POWER GAUGE (ORANGE BAR)

This gauge shows your power when wielding weapons. Attack a foe when the gauge is full to inflict maximum damage depending on the weapon and your current energy level.

4. MAGIC GAUGE (GREEN BAR)

This shows the level of concentration needed for using magic. Magic can only be used when the gauge is at maximum level. Your concentration is disturbed by activities such as running and searching for hidden doors.



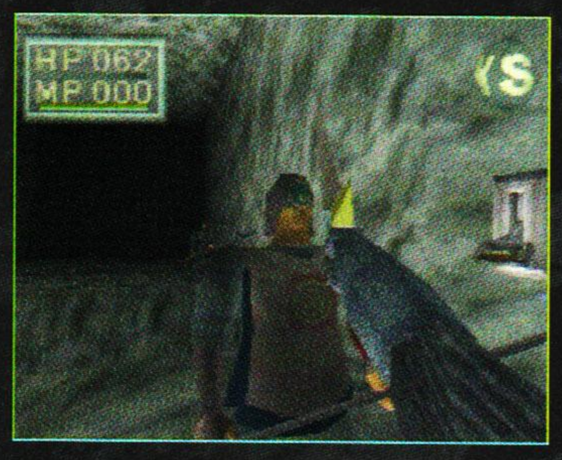
How to use the Status Screen

Practically all RPGs have a menu of some description from which the player can equip himself with various items and King's Field 2 is no exception. Everything you could possibly want to know about your character's current condition can be found at the status screen. You can bring up the status screen at any point in the game by pressing the X button. Whilst it may appear to be a complex system it becomes very simple to operate and it'll soon be second nature to find items and prepare equipment. Here is a breakdown to the menus found within the status screen.

1 ***USING ITEMS*** ..... operate items that you currently possess
2 ***USING MAGIC*** ..... cast magic for recovery and defense only
3 ***EQUIPMENT*** ..... prepare weapons and offensive magic for use
4 ***ATTACK AND DEFENSE*** ..... check offensive/defensive power
5 ***THROW AWAY*** ..... get rid of items no longer needed
6 ***SYSTEM*** ..... load game data from memory card and end current game
7 ***OPTIONS*** ..... adjust game settings including sound and compass display
8 ***RETURN TO MAIN SCREEN*** ..... pretty self-explanatory
9 ***EXPERIENCE*** ..... number of experience points earned
10 ***LEVEL*** ..... current level of experience
11 ***HP*** ..... current and maximum hit point values
12 ***MP*** ..... current and maximum magic point values
13 ***ENERGY*** ..... strength of your weapon attacks
14 ***MAGIC*** ..... power of your magic spells
15 ***SITUATION*** ..... should read normal unless you have been poisoned
16 ***GOLD*** ..... amount of gold you have collected

How to fight in KING'S FIELD

Almost all of the inhabitants of Melanatt Island are hostile and have to be destroyed. The start of the adventure is probably the most frustrating part of the game as you get to grips with the fighting commands. Even the most harmless looking creature is capable of killing you in seconds should you delay in your attack. You must first understand the combat procedure of carefully timed battles. Press the X button to attack and your sword arm will snake out in front of you and hit the target providing you are within range. The orange power meter in the top left of the screen indicates the percentage of the maximum amount of damage you can inflict. Launch an attack when the meter is full (100%) to deliver the most damaging blow. The power meter will drain to 0% after each attack before slowly filling up. The rate at which the power meter can restore itself is dependant on which weapon you are using. Light swords like the samurai blade move fast and the meter recovery is quick whilst heavy two-handed weapons like the Crescent Axe are difficult to handle and recovery is slow.



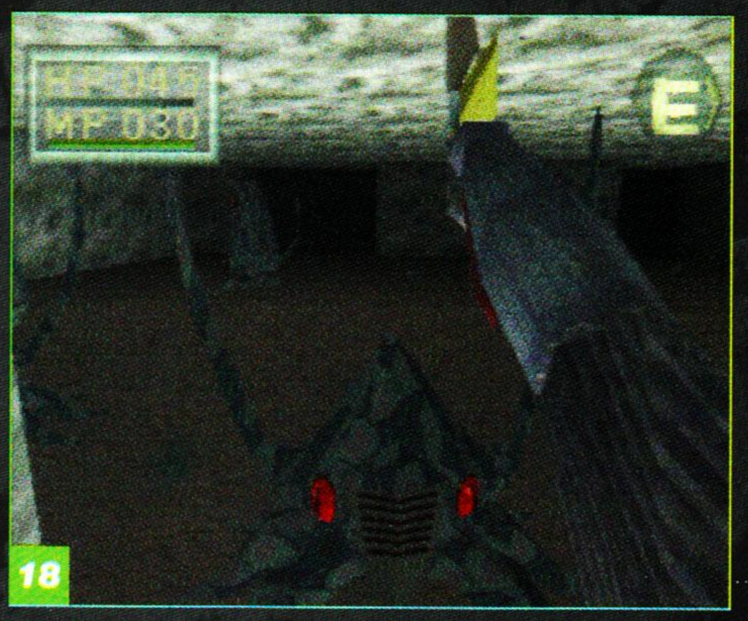
Chapter 2

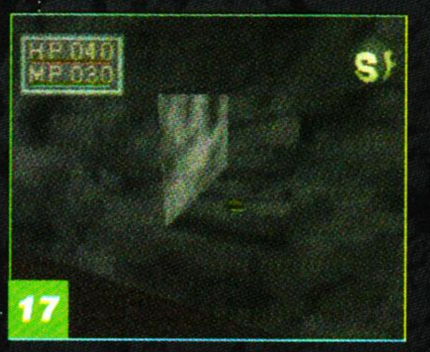
Remember the cave back at the starting point? That's the next area to explore but watch out for the giant Kraken on the way there.

Just inside the cave entrance you can hear the shuffling of tentacles and other strange noises. Kraken larvae sleep nearby so don't get too close unless you plan to attack. Investigation in this area uncovers some medicinal herbs that restore 40 hit points when eaten. There are also two barrels near to the cave entrance that might have something useful inside. If you see something of interest, you must always investigate.

A passageway on the left leads into a small room with a well in the centre. The well contains special water that can restore your hit points to maximum when you drink from it. Two Kraken larvae stand guard in opposite corners of the room and you must destroy them one at a time if possible. Use the well for cover against one of the larvae as you attack the other and once you've collected the gold from the Krakens' dead bodies you can then restore any wounds by drinking from the well.

TWO KRAKEN LARVAE ON GUARD *must be destroyed then you are free to drink from the restorative water well whenever your hit points are low.*





A wooden chest lies nearby with a green slime on the floor blocking the approach. You can dash across green slime without injury but you need the experience so it's best to destroy it.

The chest is locked so what now? You have defeated several monsters and found some useful items so your new priority is to find a save point to record your progress. The route to the save point is a simple one but there are quite a few enemies to be found on the way. You must battle against more Kraken larvae to reach a flight of stairs that takes you down one level. The save point can be reached by opening a secret door that is cunningly concealed. Don't forget to examine every surface and wall on your travels. There are secrets everywhere!

GREEN SLIME *is an effective antidote against the Head Eater's poisonous bite. Now that's handy to know!*

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Chapter 3

There are many strange creatures on the lower level and you must try hard not to die! Plant life in this area has mutated after years of exposure to the island's poison. The poisonous plants are known as carnivorous Head Eaters and use their huge mouths to swallow prey whole. You must first destroy them and then search the area including the dead bodies for items.

You cannot open the wooden door on this level so you must now return to the starting point and resume your search of the seashore.

When you exit the cave you can see another bridge straight ahead that leads into darkness. This bridge was built as a link between the main island and a nearby lighthouse but an attack by sea demons has left it unusable. It is impossible to reach the other side of the bridge but if you take a few steps back, dash across the gap (keep the O button pressed to run), you should just about make it to the shallows on the other side.

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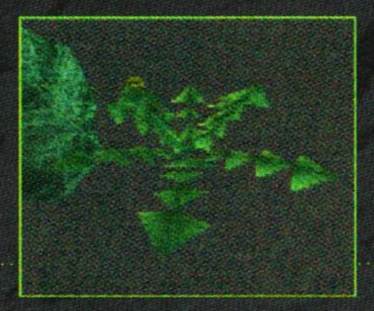
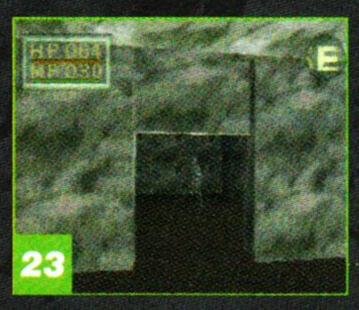


THERE ARE MORE ITEMS NEARBY *but one in particular is very important and can be found on one of the corpses lying near the save point. The Star Gate is the first part of a teleportation device. Find the Star Key and the device is complete.*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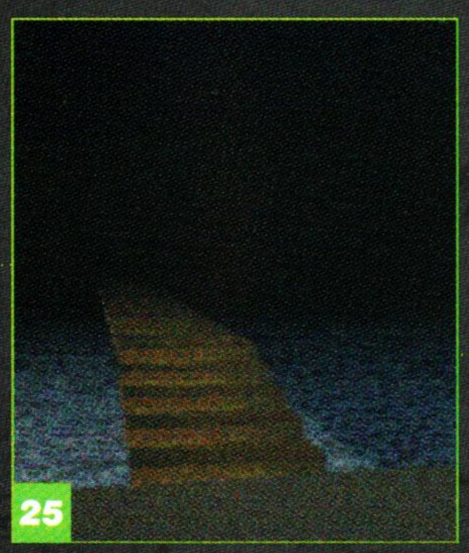
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BEFORE YOU EXIT THE CAVE *you should make one last search of the area. A concealed door leads to a small room with a skeleton warrior guarding another chest. Defeat the undead and claim the shield which when equipped increases your defensive power.*

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SCALE THE LIGHTHOUSE STEPS *and discover your first magic crystal. Break it open and the ability to cast fireballs will be yours. In English you must access the equipment menu in the status screen and select the crystal with the Start button.*

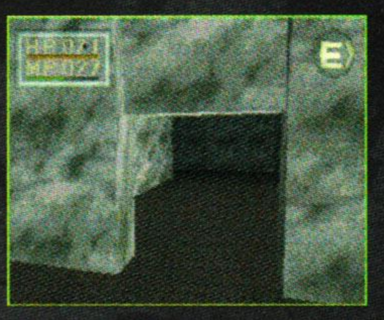
28

The lighthouse is covered in algae and other plant life including some medicinal herbs if you look around. Climb the steps to the top but go slowly or you may fall off and injure yourself. At the top of the stairs you discover a strange shaped object floating between four torches. This object is a magic crystal that was placed here many years ago by the sorcerer Tsedik so its light could guide passing ships. Take the crystal that is empowered by the magical art of fire and release it's supernatural properties. Once this is done you are able to throw fireballs at your enemies for three magic points each.

Search the island for items

You won't get far in this adventure armed with just a puny dagger so your first priority is to search for new weapons and equipment. During the search you may discover something important lying on the ground. Whilst wandering around keep pressing the O button (to investigate) especially if you're nearby anything suspicious as some items are carefully concealed. Check wooden barrels, walls and even the bones of dead warriors and you might find something useful.

In addition to the things found on the ground there are many powerful items hidden in secret rooms. However, there are no markings or indications on the map to help you find these rooms so make it a priority to examine every wall.



HIDDEN CHESTS *usually contain gold or other ordinary items. Chests that are locked always house something important like this Dragon King fruit.*

The elements of magical power

Scattered throughout Melanat are coloured crystals that contain special magical properties. Legend says that these crystals are formed from the deposits of vast energy sources that run deep into the island itself and those who possess these crystals can acquire tremendous magical powers.

There are many different magic spells to learn but you must first locate one of the five types of crystal that are characterised by there shape and colour. Each type of crystal bestows a unique magical power with more powerful versions available should you find additional crystals.

Here is the complete lowdown on each crystal type and a small selection of the spells available.

1. FIRE CRYSTAL

The powerful energy of fire is concentrated in these strange red crystals. Absorb its power to learn one of the many magical arts of fire and then torch your enemies to death!

FIRE BALL

FIRE WALL

FIRE STORM

2. WATER CRYSTAL

The soothing qualities of the islands restorative water is renowned and several precious drops lay frozen in these bright blue crystals. The water's power is an effective antidote against the poisonous air that blows across Melanat.

RESIST FIRE

WATER FALL

SEATH

3. WIND CRYSTAL

An eerie sound emanates from the green wind crystals and those receptive enough to hear it shall earn it's power. Use the magical arts of wind to attack enemies with spells like the dreaded Windcutter. Utter this simple incantation to fire a sharp wind knife that cuts through any monster.

WIND CUTTER

ICE STORM

FREEZE

4. EARTH CRYSTAL

The strength of the earth has been captured in these remarkable orange jewels. Break it open and use its wondrous powers to hurl huge boulders at your enemies and heal any wounds sustained in combat.

EARTH HEAL

STONE

EARTH WAVE

5. LIGHT CRYSTAL

These spiky white crystals shine like beacons out of the perpetual darkness of Melanat Island. The brilliant light contained within these precious stones is capable of a variety of different effects that include the ability to illuminate dark caves, remove the effect of evil magic and even launch the deadliest attacking spell of all - the Lightning Bolt, a powerful ball of lightning that destroys even the toughest monsters with one blast!

Chapter 4

Make your way carefully back down the lighthouse and head northwards across the narrow shallows. This stretch of water is very dangerous with low flying Baltail and carnivorous snake fish, which are both capable of dragging you to your death in the deep water, lurking nearby. Choose your moment and dash across the shallows until you reach a small island. More Kraken larvae need to be disposed of then you're free to claim the discarded breast plate. Wear this sturdy piece of iron armour to give increased protection. You must now make the return journey across the shallows.

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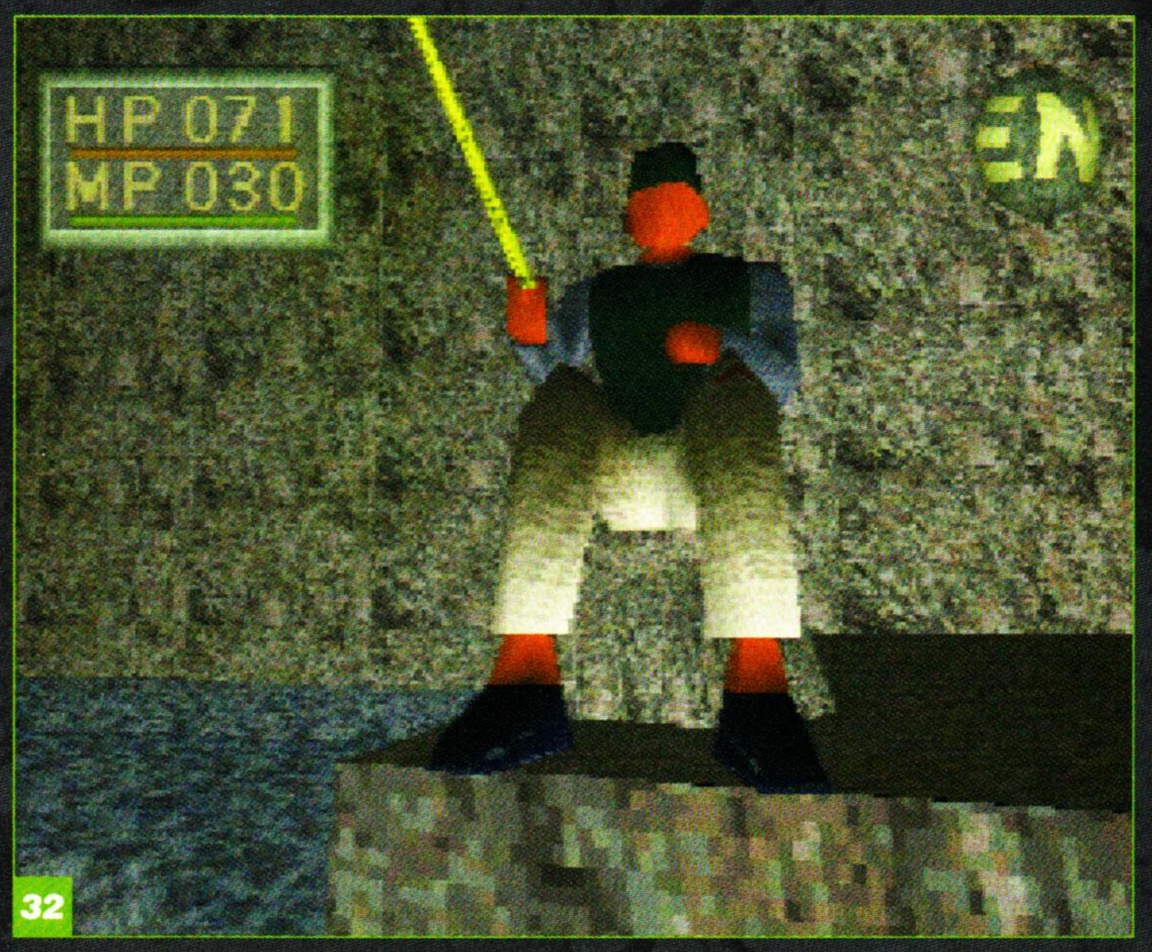
DASH FOR CASH *and other items on a small island that connects to the lighthouse by a small stretch of shallows. The killer fish in this area can kill on contact so don't take risks!*



32

Back at the shore you can either head back to the save point to record your progress or continue southwards. Brave adventurers who decide to plough ahead shall encounter Jose Harben, a wise old fisherman who has plenty of tales to tell about the treasures of Melanat. Apparently this area of the island used to be infested with pirates who buried their plunder deep in the caves. The pirates have long since perished as have the many adventurers who searched the cliffs in an attempt to find there treasures. Is Jose trying to tell you something?

Follow the base of the cliff past the fisherman and you discover another cave entrance. The green cave walls are rough and well worn with sharp protrusions. The tunnel twists and turns into a large cave and you can hear the roar of something horrible ahead! A huge two-headed sea snail lives in this cave and attacks any intruders with its poisonous spit. Get behind the snail and attack its head with full-power sword slashes. Near the back of the cave are more Head Eaters but they easily succumb to your fireball and sword assaults.

33

34

Search the area then take the steps up towards a small ledge that overlooks the ocean. Go through the other entrance into another tunnel which has three smaller tunnels branching off. The chest directly opposite the entrance contains a green map! There are three grades of map available in King's Field 2. The green map is the most simplistic and shows the basic layout of each area but misses most of the secret areas and tunnels. Find the brown and purple maps for the complete Melanat geography. Don't be so keen on collecting the contents from the other two chests because they're also the home of two skeletons! These ghoulish critters are extremely tough so don't tackle them if you're low on hit points. Stand well back and use the provoke the enemy tactics as described below.

Later chapters in KING'S FIELD

The adventure continues but that's where this feature comes to an end. The last few pages have shown only a fraction of what King's Field has to offer and there are many awesome moments ahead as you battle against the demonic forces that control Melanat Island. Even when you have completed this saga the games producers From Software have told us that the story is still unfinished and a third installment could well be on the way next year!

The question you are probably asking is how can I get to play King's Field 2? At present it is only available in Japan and Sony have no plans to release it In the UK preferring instead to make us suffer with the likes of Kileak and Street Fighter: The Movie. If Sony see sense,maybe they'll release the game at a later date.

Encounters with the enemy

There are many ways to attack the monsters of Melanat Island without suffering hideous injuries in the process. Feel free to develop your own attack strategies later in the game but it is wise to stick to these tried and tested methods in the early stages of the adventure.

1. HIT AND RUN

The most basic fighting pattern is to attack the enemy with 100% power then retreat some distance to allow the meter to recover before you strike again. This method finishes off most monsters without you taking any hits in return. Avoid fighting opponents face-to-face if you can help it. The best strategy is to approach enemies from behind and attack repeatedly. The enemy will try to turn around so keep adjusting your position after each attack and you can almost certainly avoid being damaged.

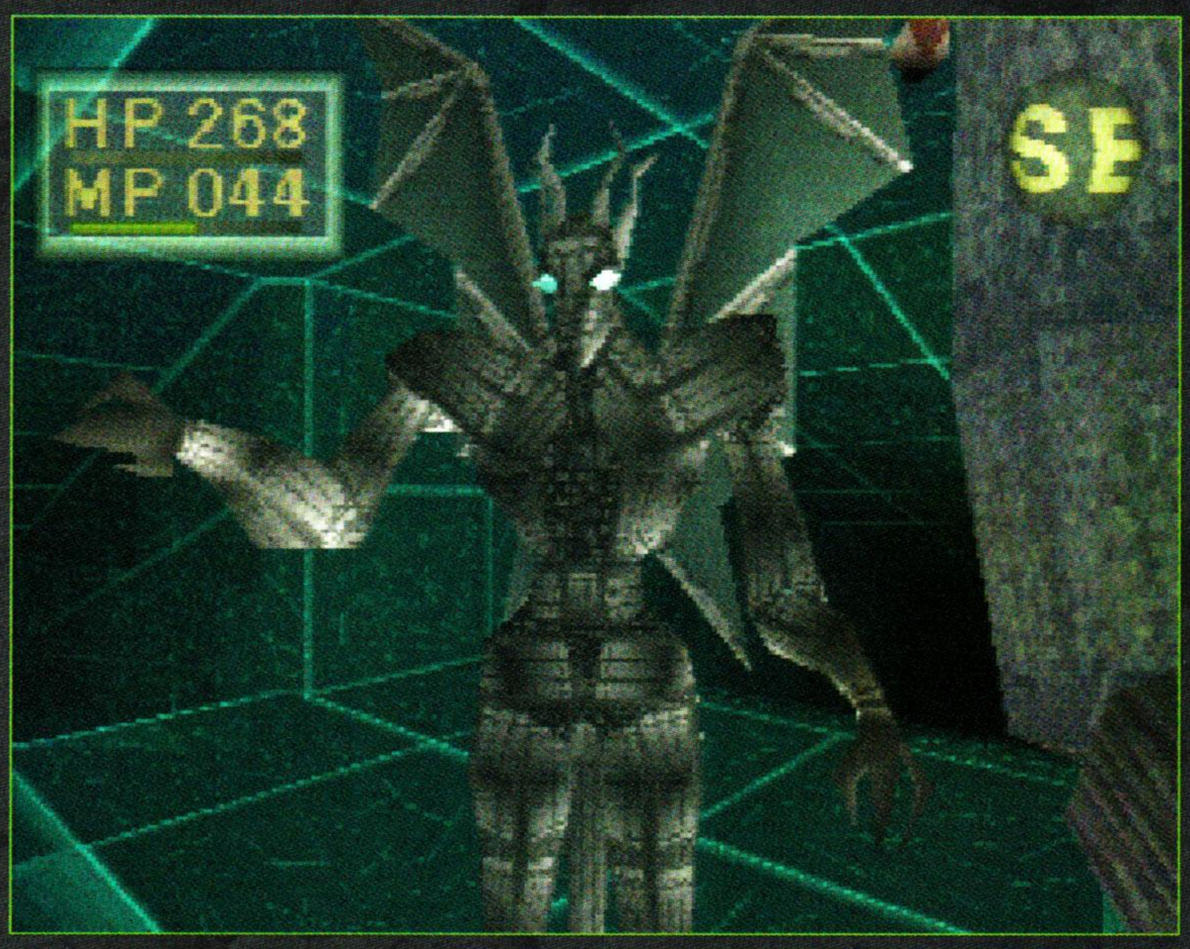
GETTING BEHIND YOUR OPPONENT *is the safest way to attack. Most monsters are slow so moving round them isn't very difficult. When attacking multiple foes remember to keep an eye on them all by stepping back from the action and surveying the scene.*

SOME CREATURES TURN FAST *making it difficult to get around them easily. Skeletons in particular, are very quick and if you can't keep up with them just back away and use a magic attack to hold them up for a few seconds.*

2. NO LET UP

Successfully hit a monster and it winces in pain for a few seconds. Instead of retreating you can stand your ground and use a weaker attack during that moment of inactivity. Keep a close watch on your enemy and time your attack as soon as it starts to move again. This method is only recommended against enemies much weaker than yourself so don't try it right away!

Discover the secret of the demonic forces and enter a strange alien world!!

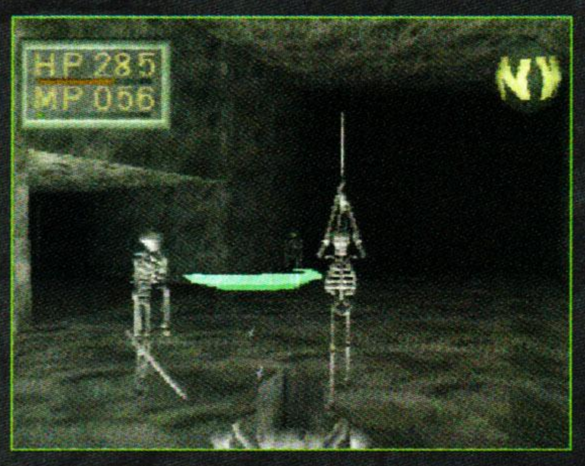


3. PROVOKE THE ENEMY

Get too near an enemy and they lash out. With this in mind it is possible to provoke them into attacking and with careful timing step afterwards and launch your own attack. This is an advanced technique and requires some practice so take some time to observe the characteristics of each enemy before using it against them.

4. MAGIC THEN SWORD

You can halt an enemy with a weak attack magic like the Windcutter. When the enemy flinches from the spell, dash in and attack with a weapon. The magic attack also comes in handy when used with the "No Let Up" method. During close-quarters combat, the enemies recover from a attack before the power gauge can reach 100%. To prevent them from attacking use a weak magic spell to give you extra time for the gauge to reach maximum.



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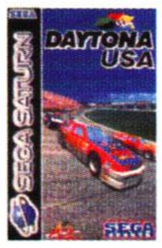

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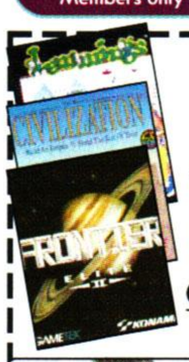

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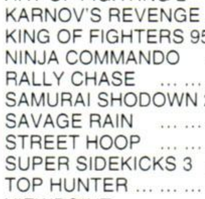

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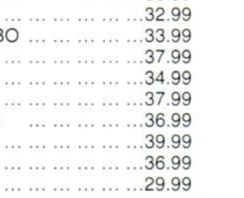

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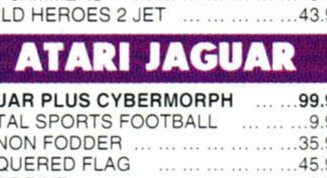
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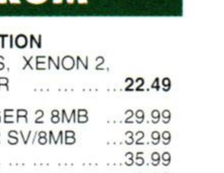

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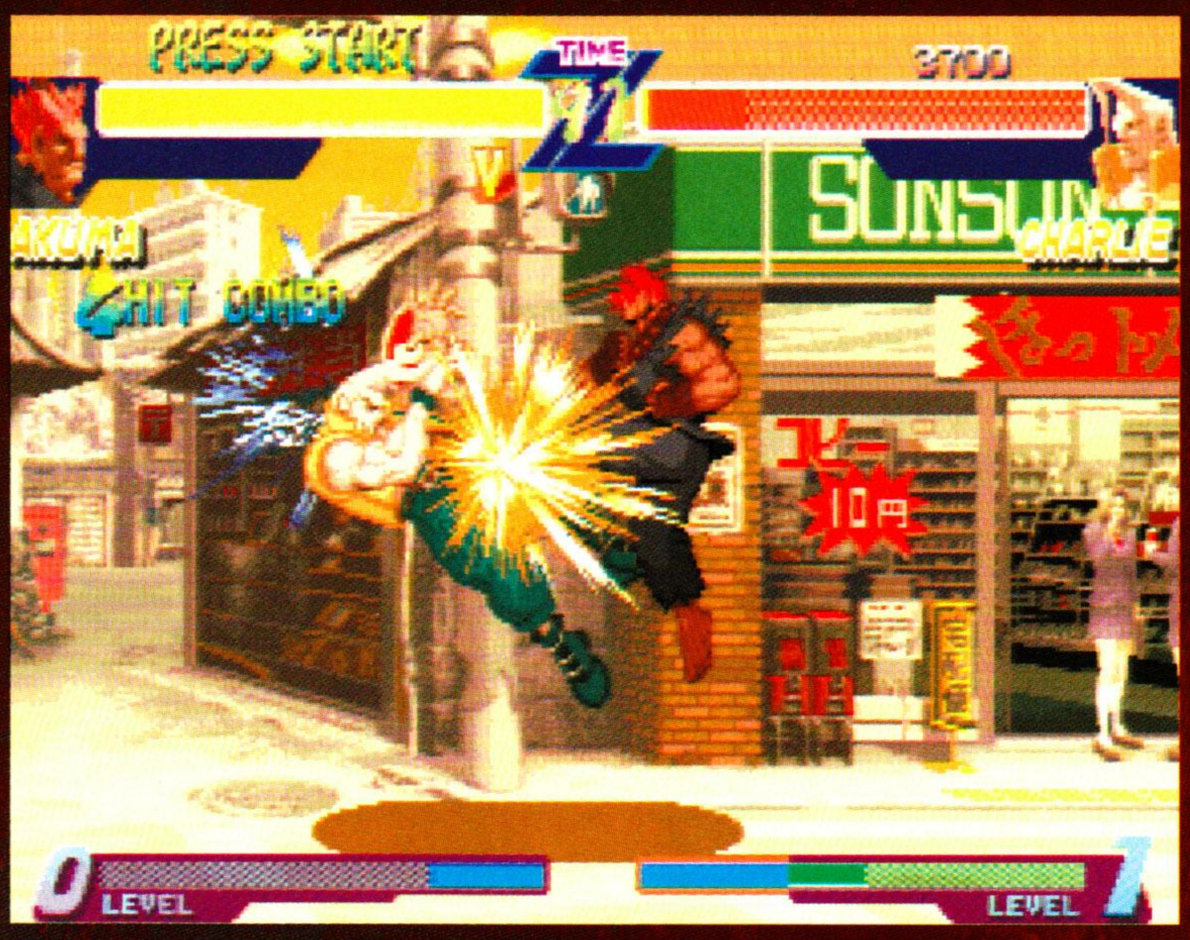


STREET FIGHTER ALPHA WARRIORS' DREAMS

Discover and control the hidden masters of Street Fighter Alpha: Bison, Dan and Akuma!!

Although some have seen it as the same game repackaged again, there can be no denying the popularity of Street Fighter Alpha in the arcades. The Street Fighter formula, refined over numerous sequels (as well as X-Men: Children of the Atom), combined with the new cast of characters has led to a great deal of interest from hardcore gamers the world over.

For a full overview of the basic game, refer to **MAXIMUM** issue #1 - this follow-up feature is designed to reveal some of the more advanced aspects of the game and also includes full details on accessing every secret character - namely M Bison, Dan and Akuma.

Of course, Bison is a slightly redesigned character from the Street Fighter series - Akuma has guested in X-Men and Super Street Fighter II Turbo, but newcomer Dan is an original addition to the SF formula.

Also contained in this feature are full details on accessing the two-player Ryu/Ken battle with M Bison. All this and more, you'll find in this Extended Play follow-up.

PROVOCATION POSES

This feature has been seen in SNK Neo Geo titles for quite a while (and the X-Men coin-op had one character (Psylocke) with such a pose) and appears in Street Fighter Alpha. Pressing the START button during the game initiates your character's provocation pose, with each fighter having just the one movement.

PLAYSTATION VERSION CONFIRMED

At the recent PlayStation Expo in Japan (which **MAXIMUM** attended), Capcom revealed a near complete Sony translation of Street Fighter Alpha. As part of their Capcom licensing deal, it would appear that Virgin Interactive Entertainment has picked up the licence for the European rights and we should have some details in the next edition. If you have any interest in this game (and by God you should), we heartily recommend checking out our news section, where you shall find the first pictures of this arcade-perfect conversion! Excellent.

SUMMON THE CPU FIGHTERS

This feature concentrates mainly on controlling Akuma, Dan and Bison - and it must be said that this adds a great deal to the game - however, you can fight against them in a one-player game also! The former two can be fought against if you know the secret summoning techniques... and here they are, revealed in the UK for the first time. Let there be no doubt - Street Fighter Alpha crams in the most secrets in any Capcom fighting game. Expect to see similar levels of bonus goodies in forthcoming Capcom products.

DAN

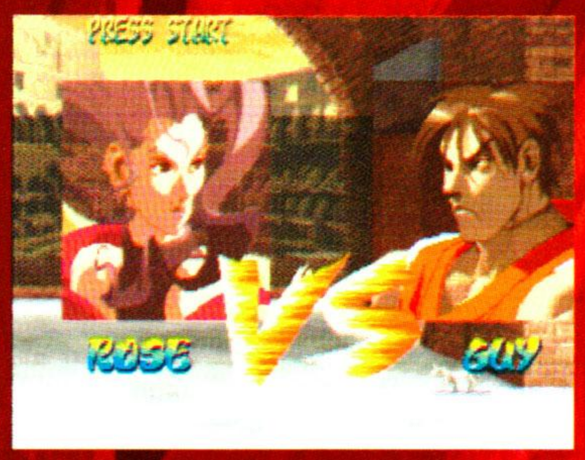
When you vanquish an opponent, you can choose your winning dialogue with one of the action buttons. Use the same dialogue five times and Dan appears as your opponent. It must be noted that the CPU Dan isn't a particularly troublesome foe.

AKUMA

Summoning Akuma is a lot more problematic than Dan. For a start, if you're on the one player side, you'll need to use the one-player colour (for example, a white-clothed Ryu or a red-clothed Ken). The second-player will need the appropriate two-player colour. Get to the final boss using no continues and perform over ten super-combo finishes on your route to the boss. Akuma appears as you fight the boss.

INSTANT AKUMA EXTRA ROUND

There's an easier way to summon Akuma, who appears on the one-player side when you access this code. First select your character (including the turbo and manual/auto options) and then quickly (with 0.3 seconds) press and hold START and the middle punch and kick buttons together. Keep them held down until Akuma appears.



More characters and special cheats make Alpha the best Street Fighter yet!! The PlayStation conversion is arcade perfect! Turn to news for more info!

A BRAND NEW STREET FIGHTER JOINS THE BATTLE!! LEARN THE NEW FIGHTING COMMANDS AND DISCOVER THE SHOCKING SECRETS THAT DRIVE DAN TO FIGHT THE STRONGEST WORLD WARRIORS!!

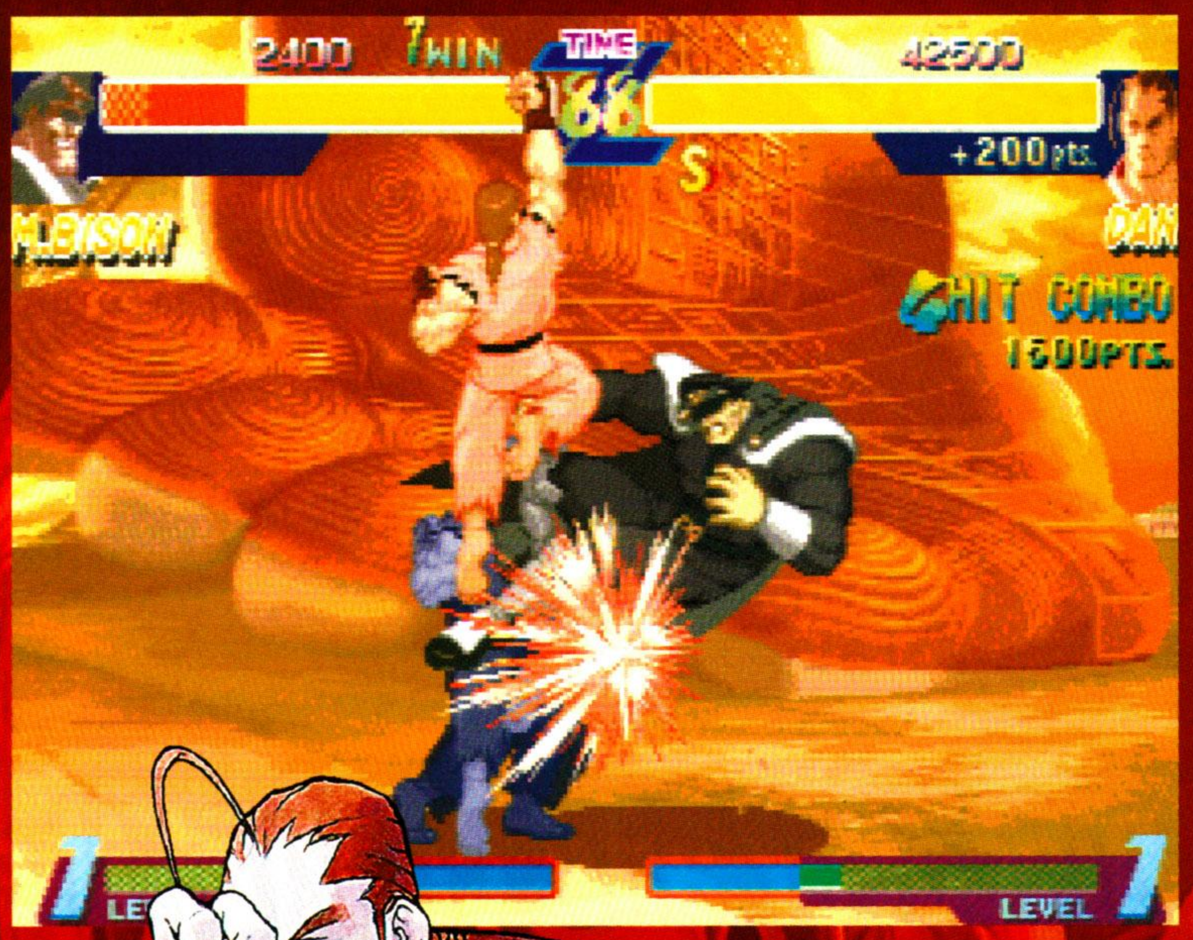
DAN *THE AVENGING HERO!*

After Rose, Dan is the newest character to hit the Street Fighter tournament and has his own agenda behind his entrance into the tournament. Earlier in his life, Dan watched helpless as Sagat pursued and murdered his father. Burning with vengeance, Dan is outraged to discover that someone else (Ryu) defeated Sagat in combat and upon hearing of his new powers in the Street Fighter tournament decides that he should be the guy to take him down.

In terms of appearance, Dan is reminiscent of Ryu and Ken and his techniques are a variation on their attacks. Dan's fireball attack (the Stylistic Fist) is more limited than Ryu's, ending at his fingertips and hitting with less force. After this attack, Dan is very vulnerable, so performing this technique at the edge of the screen isn't recommended. Dan also has a dragon derivative, known as the Bright Dragon Fist, and is pretty much identical to the move we all know and love.

An all-new move is the Sky-Cleaving Leg which produces a fairly high jump kick, which sails over projectile attacks. A middle-strength attack produces two kicks, a strong allows you to inflict three hits.

There are three super combos in Dan's repertoire. The Bright Dragon Raging Fire strike is a multiple hit dragon attack, while the Sky-Shaking Stylistic Fist is a weaker version of the Vacuum Fist used by Ryu. Best of all is the super-dramatic sounding Winning Villainous Fist, which can suck in an opponent and inflict heinous amounts of damage.



DESTROY YOUR FOES *with Dan's Super Combo attacks that are short range but extremely powerful.*

DAN ATTACK STYLE IS SIMILAR TO RYU'S *but they are still very different fighters. Dan's Stylistic Fist cannot be launched and hangs in the air for a few seconds before dissipating. Still useful in combos though.*

DAN ISN'T EASY *to use against the CPU due to his restrictive special moves. Experienced players should give him a try though even if it's just to see Dan's end sequence which reveals some interesting details about his father and Sagat!!*

HOW TO SELECT DAN

As with previous Capcom hidden characters you'll need to input the code on the character select screen with some dexterous button pressing to get Dan to appear. Dan has two tasteful costume colours to fight in and our esteemed editor Richard always chooses pink. I wonder why?

1P - PINK: ***LP, LK, MK, HK, HP, MP***

2P - GREEN: ***HP, HK, MK, LK, LP, MP***

DAN'S FIGHTING TECHNIQUES	
SURE-KILLING TECHNIQUES	
STYLISTIC FIST	↓↘→ + *Punch*
BRIGHT DRAGON FIST	→↓↘ + *Punch*
SKY-CLEAVING KICK	↓↙← + *Kick*
SUPER COMBOS	
SKY-SHAKING STYLISTIC FIST	↓↘→↓↘→ + *Punch*
BRIGHT DRAGON RAGING FIRE	↓↘→↓↘ + *Kick*
WINNING VILLAINOUS FIST	↓↙←↓↙← + *Kick*

More powerful STREET fighters appear from nowhere!! DARE you challenge them?!

STREET FIGHTER ALPHA WARRIORS' DREAMS

AKUMA RETURNS *to the battle with more special moves than any other character in the game! If you played Akuma in the X-Men, you'll know all of them with the exception of a few new interesting techniques. The Hundred Demon Attack is a new move with five different finishes depending on which button you press. Perform the motion followed by a punch then as your falling press either the punch or kick again for a unique attack.*

AKUMA THE MIGHTIEST WARRIOR

Akuma's origin begins with him defeating his teacher in combat. Upon felling his master, Akuma stared at his fists and stuttered, "Is this proof that I am the mightiest?!?". Akuma is well into fighting. In fact, for him to merely stand still is to admit defeat.

He has a fireball variant, known as the Mighty Wave Fist, and it's pretty obvious what move his Mighty Rising Dragon Fist is based on. He has a new attack called the Hundred Demon Attack, which allows him to fly at his opponent and perform one of five different air strikes.

Akuma has four different super-combo moves including the technique that felled M Bison in SF Turbo, the Instant Hellish Death strike! It's worth noting the Akuma is the only character that can perform a mid-air super combo.

HOW TO SELECT AKUMA

This cheat is different to input with joystick commands rather than button presses. Move the select cursor to the question mark (left side if you're player one) then move the joystick in the directions below. You then need to press and hold the light and heavy punch or kick buttons.

1P - BLACK:	↓ ↓ ↓ ← ← ←
2P - RED:	↓ ↓ ↓ → → →

AKUMA'S FIGHTING TECHNIQUES	
SURE-KILLING TECHNIQUES	
MIGHTY WAVE FIST	↓ ↘ → + Punch
SCORCHING WAVE FIST	← ↙ ↓ ↘ → + Punch
MIGHTY RISING DRAGON FIST	→ ↓ ↘ + Punch
TORNADO SKY-CLEAVING LEG	↓ ↙ ← + Kick
AIR-TORNADO SKY-CLEAVING LEG	Jump ↓ ↙ ← + Kick
TITANS SKY FLASH	→ ↓ ↘ or ← ↓ ↙ + P x 3 or K x 3
SKY-CLEAVING WAVE FIST	Jump ↓ ↘ → + Punch
HUNDRED DEMON ATTACK	↓ ↘ → ↗ + Punch then P or K
SUPER COMBOS	
DESTRUCTIVE RISING DRAGON	↓ ↘ → ↓ ↘ + Punch
DESTRUCTIVE MIGHTY WAVE FIST	→ ↘ ↓ ↙ ← → ↘ ↓ ↙ ← + Punch
DEMON MIGHTY SKY-CLEAVER	↓ ↘ → ↓ ↘ → + Punch

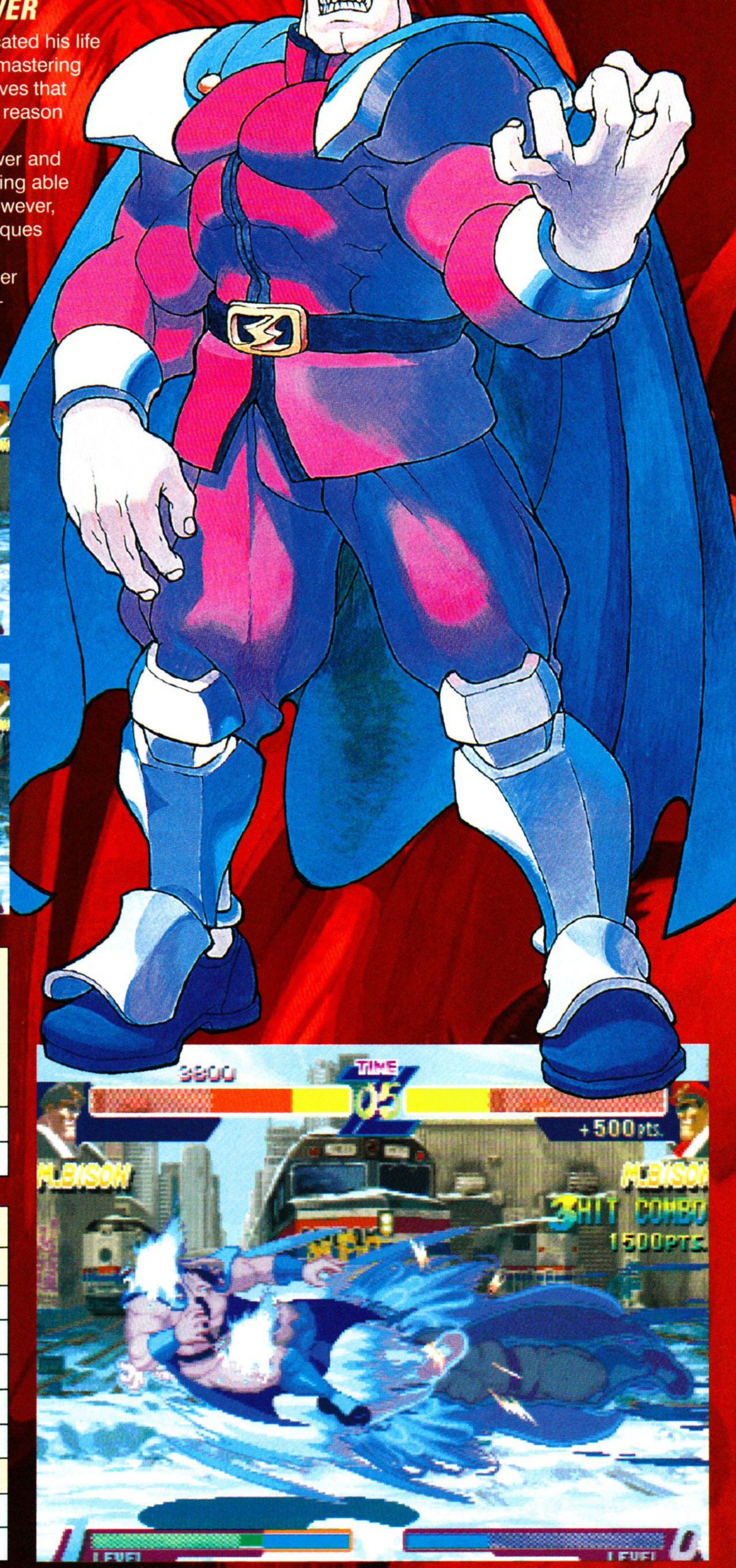
M BISON

MASTER OF PSYCHO POWER

Bison strongly believes that evil itself has ultimate power and has dedicated his life to mastering the usage of psycho energy. He has spent many long years mastering the most deadly death blow - the psycho crusher attack. Now he firmly believes that no force on earth can stop him from subjugating the world and this is the reason behind his entrance into the Street Fighter tournament.

All of his techniques - the head stomp, the double knee press, Bison power and the somersault skull diver can be described as lethal, with expert players being able to move from one technique to the other in a frenzy of evil aggression. However, he has few moves to cancel out enemy combos so many of his techniques revolve around solid defence.

Unlike previous Street Fighter outings, the psycho crusher is now a super combo move, which looks incredible when used at level three. For multiple-hit mayhem, his knee press nightmare super combo is hard to beat.

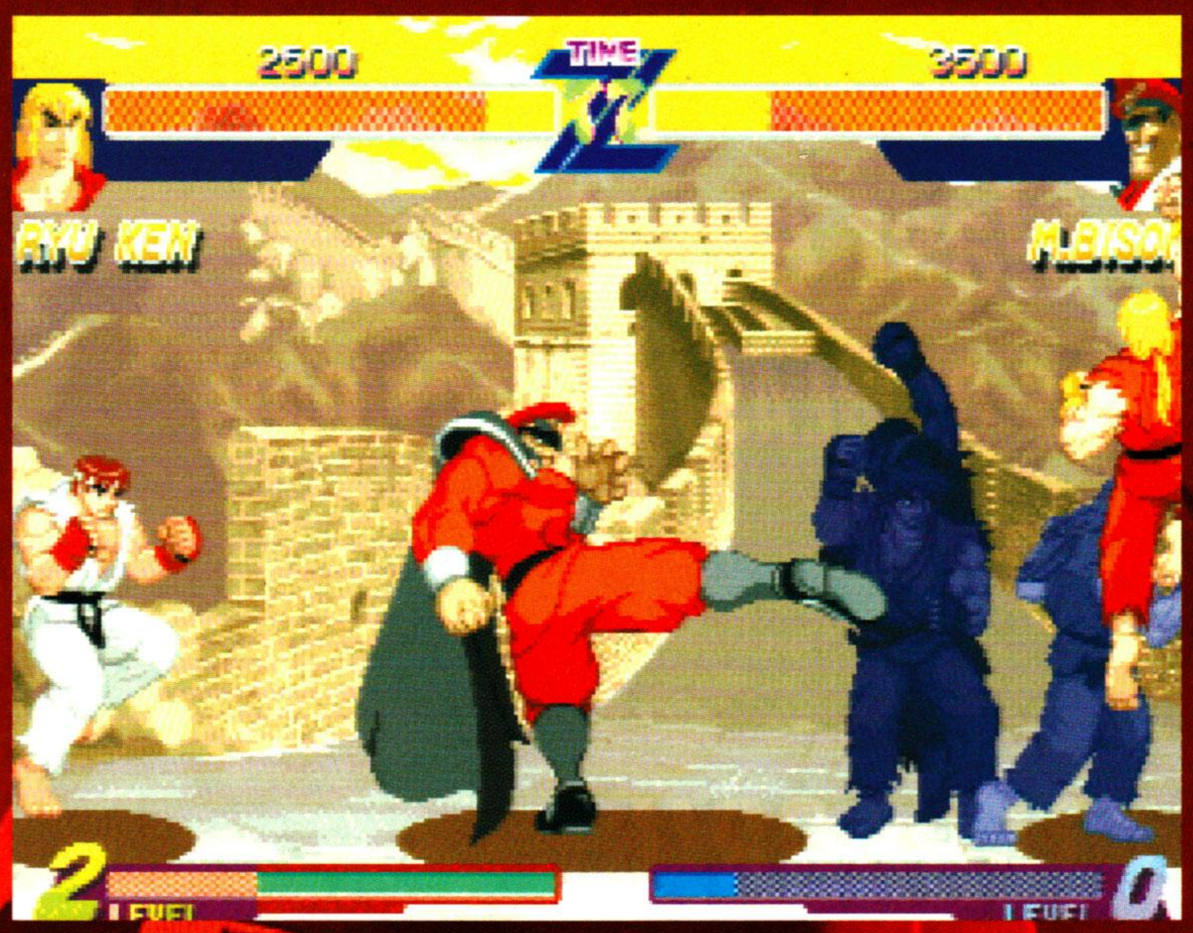


HOW TO SELECT M BISON

The cheat to activate M Bison for player control is similar to Akuma's and remember to move the cursor to the question mark and hold start before you start to input the cheat. M Bison comes in the standard red costume with a rather hard looking black number for player two.

1P - RED:	↓ ↓ ← ← ↓ ← ←
2P - BLACK:	↓ ↓ → → ↓ → →

M BISON'S FIGHTING TECHNIQUES	
SURE-KILLING TECHNIQUES	
PSYCHO SHOT	*Hold ← then → + Punch*
HEAD PRESS	*Hold ↓ then ↑ + Kick*
DOUBLE KNEE PRESS	*Hold ← then → + Kick*
BISON POWER	*→ ↓ ↘ or ← ↓ ↙ + P x 3 or K x 3*
SOMERSAULT SKULL DIVER	*Hold ↓ then ↑ + Punch*
SUPER COMBOS	
PSYCHO CRUSHER	*Hold ← then → ← → + Punch*
DOUBLE KNEE PRESS NIGHTMARE	*Hold ← then → ← → + Kick*



STREET FIGHTER ALPHA WARRIORS' DREAMS

TWO players can now challenge M Bison!! His PSYCHO power can utterly destroy you!!

IN A SCENE TAKEN STRAIGHT FROM THE AWESOME MANGA EPIC TWO PLAYERS CAN BATTLE SIMULTANEOUSLY AGAINST THE MIGHTY M BISON. HOW CAN TWO FIGHTERS DEFEAT THE EMPEROR OF PSYCHO POWER?!!

THREE FIGHTER BATTLES *are awesome spectacles to watch. Find a mate and activate the cheat but remember that if you lose then it's game over for both players! If you haven't seen the Street Fighter Animated movie yet you must have been in hibernation somewhere but lucky for you Manga have released the UK version that features the epic Ryu/Ken versus Bison battle to end all battles.*

In a sequence never seen before in any Street Fighter game, it is possible to have Ryu and Ken team-up against M Bison. This scene was introduced by the product directors in Capcom of Japan who enjoyed the similar fight in the manga Street Fighter movie and thought that it could make an excellent addition to the basic SF game.

This can only be accessed once in a game, and the rules of the contest change somewhat. Even though there are three characters on-screen, there are still only two energy bars. Ryu and Ken have their strength combined into one power bar, with the other one (obviously) belonging to M Bison.

It was rumoured that the Ryu/Ken team-up could be used against any of the boss characters shown on these pages but Capcom have denied the existence of such a cheat. Honestly, isn't this enough?

For more Alpha action turn to the news section for details on the PlayStation version that is almost complete!

HOW TWO PLAYERS CAN BATTLE M.BISON

Player one must select Ryu and player two must select Ken then both players have to hold start then push up twice. Release start then push up twice. Player one then pushes light punch and player two must push heavy punch with both these buttons held down.

DOOM - The ultimate version of the greatest gore blast ever!

PLAYSTATION DOOM - MULTIPLE LEVELS OF BLASTING ACTION!!

After six months of development, Doom has finally hit the PlayStation, and the result is the largest and most comprehensive Doom conversion ever seen. Plough through over 50 levels of intense blasting action, avoiding gunfire, fireballs and snarling Demons on a quest back to Hell and back again to save the whole of humanity. The quality of this conversion is in no doubt, and it should appeal to old hands as well as those new to the Doom experience. Therefore, **MAXIMUM** has decided to detail the many features that make Doom such a playable and classic release, giving information on the background, weapons, and of course, the monsters.

Introduction to TERROR!!

ASSAULT IN THE JUNGLE

Three years ago, your unit of combat veterans were assigned on a hunt-and-destroy operation in an area of South Asia. Control reported that new Cyber-weaponry was being illegally distributed to mountain bandits, and your team's job was to eliminate the bandits and secure the vicinity. Under the command of Sergeant 'Knee-Capper' Guidarelli, your group unexpectedly encountered a small village settlement that had not shown up on radar. Instead of skirting the area, Sergeant Guidarelli decided to napalm the entire zone "just to make sure"; an option that you disagreed with vehemently. After a short and furious argument, the sergeant disregarded your pleas and placed you under arrest.

All you can remember next is breaking free from the tree you were tied to, and the soft gurgling noises made by Guidarelli as you strangled him, engulfed by a rage beyond all comprehension. The village was saved, but your actions landed you in serious trouble, leading to a forced transfer to the colony on Mars.

SUCKING RED DUST

Mars' main colonisers formed the UAC (the Union Aerospace Corporation) prior to your arrival, specialising in the treatment of radioactive waste products, building massive refineries on the planet and its two moons; Deimos and Phobos. Due to the remote nature of the colony, your job became very dull, watching red dust drift by whilst pursuing the seedier areas of Mars town central for uncensored and interesting vid-slugs for your ever-growing collection.

INSTABILITY AT DEIMOS

For the previous four years, the military, with the cooperation of UAC (who supply huge numbers of parts to them) had been involved in secret research projects on Deimos, the most important being experiments on Gate technology and the possibilities of warp travel. Recently, a primitive teleport was successfully tested between Phobos and Deimos, and all was going well until reports of dangerous instability problems began to circulate.

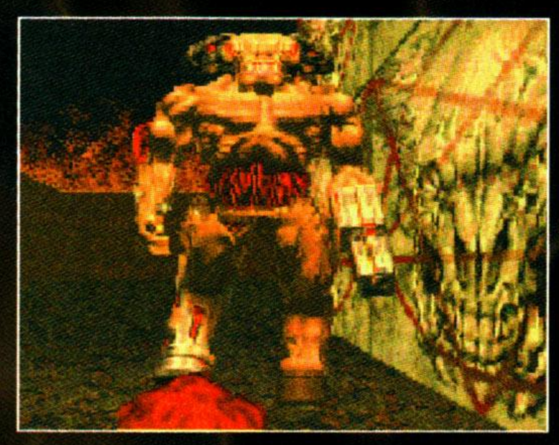
The military sent a number of special forces marines to investigate the peculiarities... and they emerged jabbering, cursing and spasming wrecks, before an agonising death in an explosion of body parts. Next, the military dispatched some 'volunteers' for research purposes, but were unable to fathom the problem. Meanwhile, you were drafted to the main mortuary on Mars to tag and bag the dead. The official message from Phobos was that slight technical problems were to blame, but that the problem would be rectified soon.

NIGHTMARE IMPS

WARPING IN FROM ANOTHER DIMENSION FOR YOUR BLOOD!!

DAMAGE RATINGS
*BULLETS: **10***
*SHELLS: **2***
*ROCKETS: **1***
*PLASMA: **5***
*BFG BLASTS: **1***

The imps from previous Doom incarnations are back with a vengeance, but hiding in a few areas of PlayStation Doom are the more fearsome Nightmare Imps. These beings are essentially the same as their weaker brethren, but have been partially warped into the ether on their journey from Hell. Expect slight difficulties with these rarely appearing creatures, but don't let them catch you off guard; they don't die as easily and are just as deadly accurate with their fireballs.



This section of Doom happened to be the climax of the second episode of the PC original. There's none of this "episode" business in PlayStation Doom - but the battle remains just as intense as ever it was in the other versions of the game.

PANIC ON THE FRONTIER

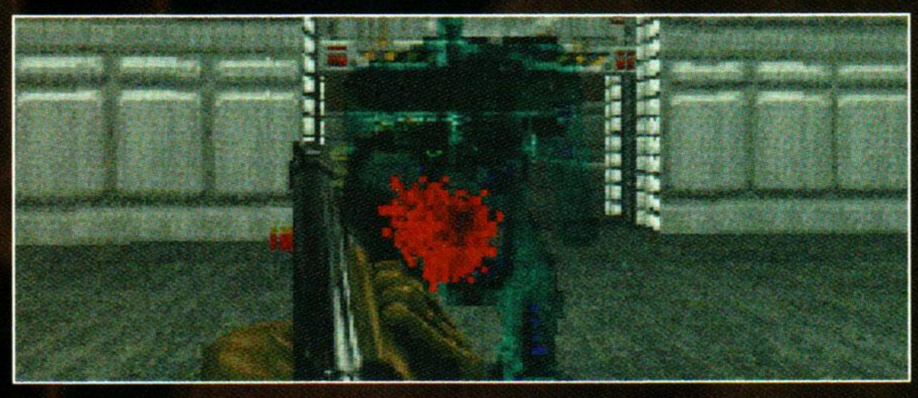
Only a few hours ago, you were interrupted from a particularly enjoyable vid-session, when a communication from Phobos cut in. You watched the broadcast, in which a military officer could be seen yelling a garbled message through heavy gunfire. With playback enhancement, the officer could be heard screaming: "We require immediate military support. Something evil is coming out of the gateways! Estrella, guard that door! Computer systems have gone berserk! My God, what the hell is tha..."

Realising the situation, you plugged in to sat-link, hoping for a lock-on to Deimos central communications, but were shocked to discover that the whole moon had vanished, leaving a thick space mist. Further attempts at contact proved hopeless.

GENERAL SEELER'S COMBAT STRATEGY.

Other than the Deimos military contingent, you and a few other space troopers were the only available rescue force within 50 million miles. Led by 'mad old' General Seeler, you were quickly called up, and a battle-crusier was sent to the the neighbouring moon of Phobos. With a glint and a twitch in his eye, General Seeler led the main body of troops inside the jump gate outpost, while you secured the perimeter and set up radio contact.

At first, you made out radio mutterings, and the General moved his troops towards the main warp gate. After five minutes, your heat sensors picked up a huge thermal explosion just outside the gate, after which chain-gun fire was registered. General Seeler was heard shouting "I don't care what they look like, git in thar and toast 'em!", after which more gunfire occurred. Then, through the static you heard Seeler exclaiming; "so they want some real fun, eh? Boys, unwrap those BFGs!" A burst of plasma fire registered, after which you made out screams and coughing. Finally, before all contact was lost, General Seeler was just audible muttering; "..ALL of them are dead? My God. Right Kramer, hand me my shotgun. I'm going out in style..."



IT'S PAYBACK TIME...

Your only thoughts are revenge. A red mist descends. Whoever they are, they are going to pay for the death of your company. Unfortunately, they only left you with a service pistol, meaning caution is the key. Grabbing a few rounds of ammo and a combat helm, you head towards the landing area. Your first priority is securing some heavy-duty ordinance. You cautiously step into the dimly lit service bay. The hatch closes and locks behind you. You edge forwards. What was that growling sound? You quickly slot in your ammo clip, and head off into the unknown...

PAIN ELEMENTALS

THE HOVERING MONSTROSITY WITH SOME DEADLY SECRETS CONCEALED WITHIN!!

DAMAGE RATINGS
BULLETS: ***40***
SHELLS: ***6***
ROCKETS: ***2***
PLASMA: ***20***
BFG BLASTS: ***1***

Roughly equivalent to the Cacodemons, but with one important difference; their fireballs consist of the flaming skulls known as Lost Souls. It is vitally important when in combat with such a beast to aim directly for the Pain Elemental, as the longer you leave him, the more Lost Souls he vomits. Be warned that a Pain Elemental also spews three Lost Souls whether you engage him or not, so the Elemental himself should be targetted before any other entity. Use the same killing techniques that are employed for the Cacodemon.

PlayStation Enhancements

ENHANCEMENT 1: *SUPERIOR COSMETIC BACKDROPS*

Colour-cycling, pastel shades and misting effects all combine to produce one of the most visually stunning series of backdrops ever seen on a Doom game of any format. As usual, the mountain landscape appears at first, but this soon changes to a huge wall of flames reaching high into the stratosphere. Later, this is replaced by a stunning orange glow of a hellish sunset, and once the Doom 2 levels commence, the sky is adorned with an eerie pinkish mist that hangs in the air. After this, we are treated to a variety of excellent Doom 2 backdrops including the smog-filled city before the final levels appear, and the sky changes once again to a blood red montage of skulls and quivering flesh.

ENHANCEMENT 2: *TRULY OUTSTANDING LIGHTING EFFECTS*

Anyone who has played Doom before knows that the most terrifying parts of the Doom experience is the creeping around a series of unknown interlocking corridors in the darkness, aprehensive and waiting for a bestial attack. With the PlayStation version, the lighting effects have been modified considerably, and some sections now pulse slowly with soft dark blue light, whilst other areas are in complete darkness.

A full range of colours also complement the lighting effects, and the weapons you carry even glow green when you fall into acid, and red when enter a danger zone. Couple this with true transparent effects (both on the Spectres and yourself) and a multitude of other subtle lighting differences, and you have the most pleasingly lit version of Doom ever seen.

REVENANTS

BACK FROM THE DEAD, AND ARMED TO THE TEETH!!

DAMAGE RATINGS
BULLETS: ***60***
SHELLS: ***7***
ROCKETS: ***3***
PLASMA: ***15***
BFG BLASTS: ***1***

From the bones of defeated Demons rises the Revenant. Lightly armoured and sporting more than his fair-share of combat equipment, the Revenant is amongst the most feared enemies in the game. At long range, Revenants fire devastating homing missiles that are very hard to avoid, whilst in close-combat, skinny but powerful fists are employed. Avoid the missiles by running for cover; usually around a corner until you hear the impact explosion, and shotgun them as they close. Never engage a Revenant in hand-to-hand combat, unless you want to incur a major fisting, and kill them by darting from a hiding position and shotgunning before retreating and repeating the process.

ENHANCEMENT 3: *A MULTITUDE OF THE FINEST DOOM LEVELS*

PlayStation Doom is big; a fact that becomes apparent when you complete 50 levels and still haven't finished the game. Under the supervision of id, Williams have thoughtfully included some of the most entertaining zones from Doom 1, 2 and Ultimate Doom to unleash an unmatched blastathon that provides tremendous value for money. Remember seeing the Cyberdemon for the very first time (after wondering what that horrible metallic stomping was)? Well, that level makes an enhanced appearance, along with 53 other fantastic areas that are jammed full of secret walls, traps and dark demons that must be culled without mercy!

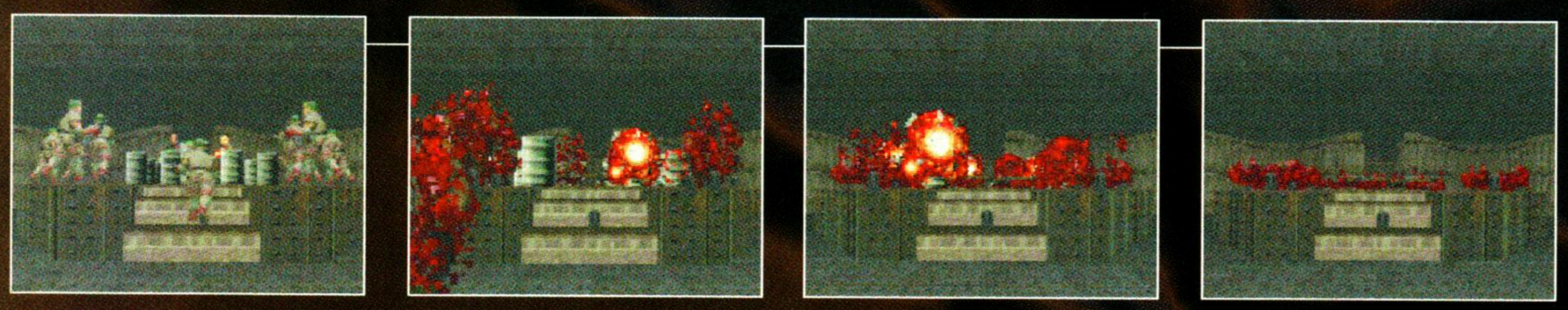
ENHANCEMENT 4: *A NUMBER OF ULTRA-SECRET LEVELS*

Every level in Doom has its own number of hidden areas that take skill to spot and add even more to the overall longevity of the title, but fans of the game may note that PlayStation Doom features some actual levels that are hidden, which require supreme gaming prowess to find. Those hardcore players familiar with the PC original will be pleased to discover that the secret zones are intact, but the greatest challenge of all - a PlayStation-only level known mysteriously as 'Club Doom' - has been included for the true professional to find. Can you reach the weirdest level of all? **MAXIMUM** remains silent on this unique level... for now.

ENHANCEMENT 5: *FANTASTIC AURAL SOUNDSCAPES*

That sick puppy John Romero from id has remained true to his Internet release regarding the "trashing" of the sound for the PlayStation; the spot-effects and music are second to none. All of the gun sounds, enemy shouts and general growling have been redone in one of three ways; remixed from the original (such as the fantastic shotgun reload); displaced from one monster to another (like the sound for the imps' fireball that was originally a spot-effect for the tumbling metal skull boxes of the Demon wall in Doom 2); or else totally redone (such as the marvellous new Rocket launching sound effects).

As for the in-game music, well... **MAXIMUM** was prepared for some pretty impressive tunes, but Williams have more than surpassed themselves by creating some of the finest accompanying sounds ever. Not since Arc the Lad has the PlayStation been treated to such scene-setting (and chip-generated) music. This is not a 32-bit rehash of the PC's decidedly lightweight tunes, but a series of terror-inducing murmurings that should instil panic in any sane gamer. From Demonic chatter, blackboard scrapings and indistinct burblings to truly gruesome shrieking and even the echoing wailing of babies, this soundtrack is the most awesome ever; complements the game perfectly, and is reason enough for buying this game.



Here's a sequence of action showing the sheer level of gore in PlayStation Doom - blasting a few barrels sends the offal flying everywhere. It must be said that this is one of the most pleasing effects in the game.

PlayStation Enhancements Continued

ENHANCEMENT 6: *DIFFERENTLY PLACED MONSTERS*

With the unfortunate exception of the Arch-Vile, all the monsters from both major versions of Doom have made it into the PlayStation conversion, and in order to make this title a little more special, Williams decided to spruce up the monster placement by positioning some enemies in unusual locations (compared to the PC versions). This means that even the most skilful Doom player can encounter a few terrifying surprises that weren't bargained for, and makes the whole PlayStation Doom experience that much more interesting and unique.

Newly positioned beasties include a Chain-Gun Sergeant on the very first level, newer monsters (such as the fearsome Revenants) on original Doom levels, a particularly disgusting area full of fleshy zombie troopers and exploding barrels (enough said), and one or two other surprises to keep you on your toes.

ENHANCEMENT 7: *OOZING OFFAL AND PILES OF GORE!!*

Don't even think of worrying about the toning down of the blood in this conversion as it has more gore than any other that we've ever seen. Expect the great rib-cage explosions when a zombie trooper gets too close to a rocket, and splatterings of blood flying everywhere from any unfortunate monster caught in rapid Chain-gun fire. As for the manic use of the BFG, well lets just say it satisfies even the most blood-thirsty of players. A final nice touch is your character's portrait, which reacts suitably when you accidentally blow yourself up with a rocket. Excellent head-exploding stuff.

Some more shots of the sheer gratuitous red stuff liberally thrown around the place in this new version of Doom. Plenty of oozing blood and exploding body parts await battle-hardened players.

1

CHOOSE FROM NINE DIFFERENT DEATH-DEALING WEAPONS

1. KNUCKLES AND CHAINSAW Using your fists in combat indicates too much of a trigger-happy approach to Doom gaming, as punching should never be employed in a battle and only used when ammunition is dangerously low. The Chainsaw is a useful hand-to-hand device that causes much blood-loss and is best reserved for beings without a ranged attack such as the Spectre.

2. PISTOL Starting the game with this weapon, you must quickly locate and use a more powerful gun with extreme haste, as this hand gun is next to useless when dispatching any monster more powerful than a zombie soldier.

3. SHOTGUN The mainstay of any Doom professional, this is quick-firing and easy to reload. Useful for killing a couple of zombie soldiers at a time, or for sharpshooting sniping enemies.

Use these dandy items to do the business!

2

3

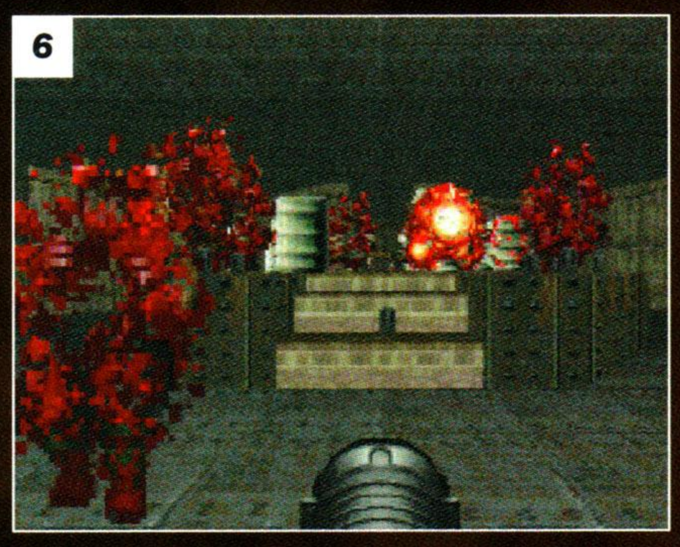
4. DOUBLE-BARRELLED SHOTGUN A useful addition to the smaller model, this inflicts twice as much damage as the regular shotgun, but takes longer to reload. This can take down up to seven zombie grunts with one shot, and is very entertaining to use, but be warned, change to a rapid fire shooter when many foes are closing in.

5

5. CHAINGUN Also known as the Mini-Gun, this many-barrelled assault gun brings direct and heavy gunfire to bear quickly and effectively. Extremely useful for almost all the small to medium-sized enemies, this gun's only fault is its ability to empty your ammunition supply within seconds.

6. ROCKETS The most entertaining of all the Doom weapons, this can clear whole areas of up to 15 soldiers with one firing, and can destroy many of the more powerful beings in the game. It has the drawback of a massive area of effect; which can result in injury of the user, so it is best employed in open areas. The most pleasing aspect of this heavy firepower is the squelchy effects a rocket produces; when a soldier gets caught in a rocket's blast radius, he explodes in a shower of gore.

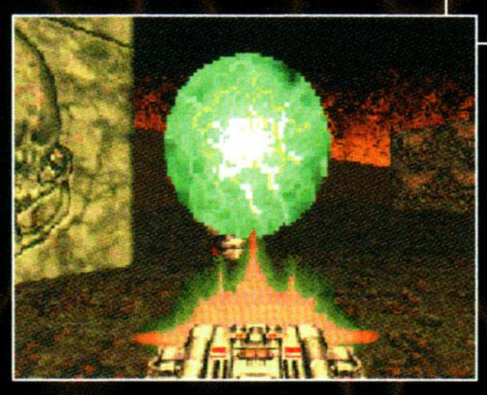
6



7

7. PLASMA RIFLE State-of-the-art military hardware is up for grabs with this baby. Lightweight, but frying opponents with blue plasma, this uses heavy amounts of ammunition, but can take out almost any entity you care to mention. The temptation is to fire this off at anything (as it sometimes explodes lesser monsters), but the Plasma Rifle should only be dusted down for a confrontation with many foes.

8. THE BFG 9000 So mammoth it comes with its own anti-grav units, this mother of all military weaponry fires single-shot green plasma balls of ultimate destruction that can floor dozens of demons at once. Even the most powerful entities quaver and vomit plutonium death, so employ such an attack when confronted by the main deities of the game itself, but watch the time delay between firing and target connection.



The most fearsome weapon in action, the BFG-9000 offers destructive capabilities second to none. However, even though it is powerful, the lack of gore associated with it makes for an unsatisfactory weapon.

8

MANCUBUSES

BLOATED AND UGLY, BUT PACKING SOME SERIOUS FIREPOWER!!

DAMAGE RATINGS
BULLETS: ***120***
SHELLS: ***18***
ROCKETS: ***5***
PLASMA: ***25***
BFG BLASTS: ***1***

With a thick hide, mindless intelligence and a dual flamethrower, these outer world heavy-weights pack a seriously deadly punch. Simply backpedal and dodge their rapid flame fire, and use all your skill to take these mutations to Hell and beyond. Their one weakness is their sluggishness, and you should use this to your advantage: circling your Mancubus and rocketing him into oblivion. The damage caused by a Mancubus and his flamethrowers should not be underestimated - two hits by a fiery blast can turn you to cinders.

EXTENDED PLAY

Doom's basic premise is exploration with the intention of finding an exit, which takes you to the next level and onwards. The usual manner in which this is accomplished is by negotiating terrain, unlocking doors with a variety of cards and keys, flicking switches that activate a variety of level effects such as raising stairs and platforms, and of course, gunning monsters down in cold blood.

How to use your marine HUD equipment

The end-of-level boss confrontation with two Barons of Hell makes its way into the PlayStation conversion.

YOUR HELMET'S HUD UNIT

Central to your continued wellbeing is your battle-helm's head-up-display. This is shown at the bottom of the screen and consists of the following:

1. AMMUNITION DISPLAY A comprehensive helm-to-weapon cable links your helmet to your current armament, and keeps you informed of the number of shots fired from the weapon that you are using.

2. DAMAGE REPORT COUNTER A series of military health sensors are in-built to your nerve-endings, and show your current level of fatigue and computes how wounded you are.

3. DOOR OPERATION DEVICE INDICATOR Shows any keys or swipe-cards that you acquire, and their associated colour.

4. PERSONAL FACIAL REFLECTION GENERATOR The on-board micro-cam on your helmet plays back your exact facial expressions during your missions for a more personal touch to damage judgement.

5. MESHWIRE ARMOURTRONIC SENSOR This military-developed piece of hardware computes how badly damaged any armour you collect, and keeps you informed of further weapon hits.

6. WEAPON SELECTOR This displays information from the linking cables that are attached to all your available weapons, and not only informs you of your current selection, but shows all your current ordinance and it's combat performance rating.

ADDITIONAL ON-BOARD HELM INFORMATION

MESSAGE INDICATOR Your helmet also benefits from an intelligent on-board computer that informs you of any item you pick up, and in multi-player mode, acts as a message interpreter from another human player.

UAC AUTO MAP A comprehensive map-maker is the final part of your vast array of helmet functions. This auto-cartographer draws detailed maps of areas visited, and this may be combined with full area maps that can be found on some levels.

SPIDER DEMONS

NO WEBS, JUST A BURST OF QUICK PLUTONIUM DEATH!!

DAMAGE RATINGS
BULLETS: ***300***
SHELLS: ***45***
ROCKETS: ***16***
PLASMA: ***160***
BFG BLASTS: ***3***

A massive jibbering demonic entity with a personality to match, the Spider Demons are the mothers of all Doom entities, but in particular, they have actually spawned the smaller Spider Demons known as Arachnotrons. These fire green plasma shells and may be destroyed by any weapon (matched with a good dodge ability) and are only a real threat when encountered in groups. The larger mothers, however, are much more of a problem, for when they bring their super Chain-guns to bear, expect to die in a haze of bullets. Running, hiding, and wearing down this huge Cyber-arachnid with Rockets or Plasma is the best policy.

Michael Abbot speaks!

The producer of the PlayStation Doom conversion, Michael Abbot of Williams Entertainment, was able to tell **MAXIMUM** more about the development of this title, and plans for other Doom games. According to Michael, the PlayStation version of Doom took six months to port over; a considerable achievement, but one that was helped by close support and help from id, the creators of the original. Indeed, id proved to be extremely helpful, as Michael and his team enjoyed a close working relationship with them, possibly because the offices of the two companies are located near to each other.

Selecting levels for PlayStation Doom was a matter of personal choice, with Williams being given a free reign regarding design, the monsters inhabiting the levels, and textures providing they following the infamous Doom formula. Id only stepped in when the Williams programming team encountered difficulties with code, and the entire development process was almost entirely stress-free, except for limitations in the PlayStation hardware.

On the somewhat controversial subject of blood content, Michael took great pleasure in informing **MAXIMUM** that Sony placed no restrictions on Doom's rather demonic imagery, and had in fact stressed that all their PlayStation conversions of the more bloody games (such as Mortal Kombat 3) should be as close to the arcade version as possible. Sony were "a pleasure to work with".

When quizzed about future plans, Michael stated that Williams was presently involved in converting Doom for the Nintendo Ultra 64, but the shroud of Nintendo secrecy prevented him from mentioning any more on this matter. Other sources have stated that this is the definitive console version of Doom (where have we heard that before?), and that all the baddies are 'Quakified'; that is, made up of textured polygons (*a la* Virtua Fighter 2) that do not pixelate when up close and personal.

Thanks to Michael Abbot for taking time out of his busy schedule to speak to **MAXIMUM**.

4x4 + anarchy = canyon shredding kill fest.

It's 26 levels of car-to-car combat. Customize buffed monster-stompers with trick engines and air-grabbing jump jets.

Hate cheesy acting? Watch two trash-talkin' jerks rip on the gratuitous video.

With our unique, head-to-head 2 player game, grind a pal's ego into the asphalt. It's cruel. But there ain't no 2nd place.

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PlayStation

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LOVE THY NEIGHBOUR.
WRECK HIS CAR.

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X-MEN - Children of the Atom
Head-to-Head Combat Action Game!!

STUNNING CONVERSION OF ARCADE CLASSIC!

- *Incredible new features make X-Men a thrill for both beginners and experienced players!*
- *Unleash the fury of X-Power! Super-charged special attacks that can destroy your opponent!*

Launched in 1994, Capcom's X-Men Children of the Atom proved to be one of the most enjoyable combat games of the year, combining Capcom's unparalleled beat 'em up expertise with some of the most exciting characters in comics lore.

The game proved to be a serious gamble for Capcom as it could only really be successful if they managed to effectively capture the spirit of the X-Men and their myriad abilities. Considering the very nature of the comics (they're all basically about teamwork and inter-personal relationships), the choice of a one-on-one beat 'em up could only cause difficulties - particularly since the action is mostly X-Man against X-Man.

A cunning scenario involving the Juggernaut, Magneto and robotic copies of the X-Men solved the last problem, with awesome portrayals of each mutant successfully bridging the fact that the game's premise has little to do with the source material. In fact, Capcom's execution of each character is so successful that comics fans see this game as being the best X-game yet, boding well for the forthcoming Marvel Super Heroes.

The coin-op's credentials are beyond doubt - the question is, can Sega Saturn capture even half of the atmosphere of the original? Well, no. In actual fact, the conversion captures all of it! Considering the power of the CPS II Capcom system, it has to be said that the Sega conversion is stunningly close. As we write we're waiting for the final version, with a special Japanese retailers' preview edition in our clammy mitts. With the exception of Storm, Spiral, Sentinel and the bosses, all of the characters are in there with all of their techniques 99% perfect (the 1% missing comes from slightly jerkier Omega Red tentacles - which could be rectified in the final version). You couldn't really ask for a closer conversion of X-Men - the game is a superlative example of what the Saturn's 2D capabilities extend to and loading times aside, you would be hard pressed to find any differences between this conversion and the original coin-op.

As regular **MAXIMUM** readers will know, the Japanese version was announced for a September 29 release. As any one who has tried to get it from their regular importer will know by now, the game has been delayed until November 22 (around now, basically). This extra time allows Capcom to get the game just right and shows that their top-notch programmers mean business on Sega's machine. An official release is planned for sometime in the next year, possibly May. Acclaim will be handling the conversion. Until then, you have plenty of time to gather all your X-Men information.

The X-Men coverage this month is only the first part of what we have planned. Next month we'll be covering the remainder of the characters and the bosses, along with a surprise or two...

THE OPTIC BLAST *is a grand example of the new Capcom Vector Theory, allowing players to use range attacks in just about every direction. The Optic Blast is also used to full effect in Cyclops' incredible super finishes.*

Power the X-Gauge and release the energy!

MIXED IN QSOUND

The front end of the X-Men conversion is as close to the coin-op as the rest of the game. All of the intro screens have been converted over lock, stock and barrel. It's here that you discover that the game's sound effects have been mixed in QSound. In actual fact, the game replicates the coin-op's sound near-perfectly. The music and digital samples are nigh-on identical and the clarity of the sound is exceptional. There are some small differences, such as tiny modifications to certain sound effects (like Cyclops' optic blasts), but otherwise, it's business as usual.

ALL-NEW FEATURES!

Saturn owners can expect a range of new additions to the basic coin-op conversion. Many of these can't be accessed in the preview version we have in our possession, but it is clear that Capcom have added a Survivor Series tournament and Versus mode. What the latter does is obvious, whilst the former allows you to build up a team King of Fighters style to face off against your opponent's team. Other new features will be revealed in part two of this Extended Play feature, next month.

EXTENDED PLAY

SS CAPCOM

CHILDREN OF THE ATOM
X-MEN

AVAILABLE NOW IN JAPAN PRICE 5800 YEN NO UK RELEASE DETAILS YET

FROM THE CREATORS OF STREET FIGHTER II

When Capcom gained the X-Men licence, they were determined to make it one of their most memorable video games to date. To this end, they reassembled the team who designed the epoch-making Street Fighter II and set them to work on this game. The result is a logical progression of Street Fighter II, only with far more advanced play mechanics - which you'll read more about on these pages.

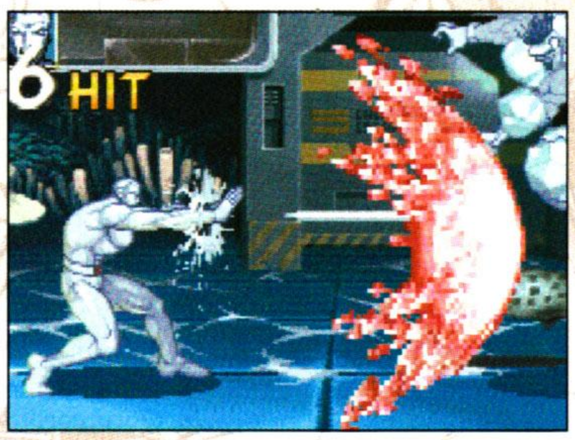
THE MOST ADVANCED COMBAT GAMEPLAY?

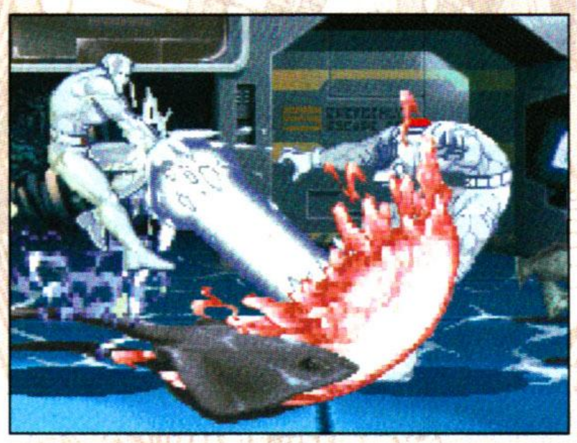
Although on the surface X-Men appears to be another Street Fighter II clone, it has to be said that in actuality, this game is far more advanced. Beginners' mode was the first appearance of the auto-block, which allowed novices to absorb a great deal of damage during their first game. This feature was judged popular enough for it to appear in Street Fighter Alpha.

Another new addition is the Super Jump, which allows characters to perform enormous great leaps. The playfields in X-Men are larger vertically than they are horizontally, and it's possible to smash your way through the floor on several stages - a feature which later appeared in Mortal Kombat 3.

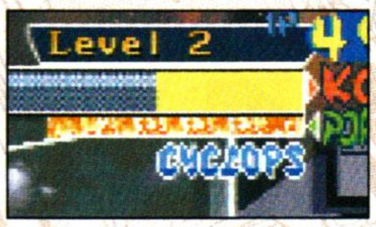
The last truly innovative addition to the gameplay is the Vector Theory. Basically, most of the characters who use projectile fireball-style attacks can now fire in many different directions. For a character jumping towards you, or attempting to land on you after executing a Super Jump, this is ideal. Iceman for example, can fire his Ice Beam in three different directions to meet his opponent.

Select Automatic Mode for instant defence!





THE X-POWER GAUGE



As you perform special moves, mutant power is accrued in any energy bar beneath your main power indicator. As this builds, you're able to access more mutant powers that you can use against your opponent. There are three levels of power to your Mutant Energy gauge, and depending on which character you choose, you can access different X-Attacks at each level. Of course, these are all individual depending on the X-Person you have chosen, but generally they take the form of a far more powerful, sustained version of one (or more) of your specials. Some of these moves can only be activated when your mutant energy is at its highest point. Others can be used at any point, but obviously the effects will either not last as long or be as powerful. The power gauge drains completely after a max level X-Power attack.

ICEMAN'S ARCTIC ATTACK *can inflict a massive 80 hits if executed correctly in a combination. In this picture Iceman is too far away to score a combo that large.*

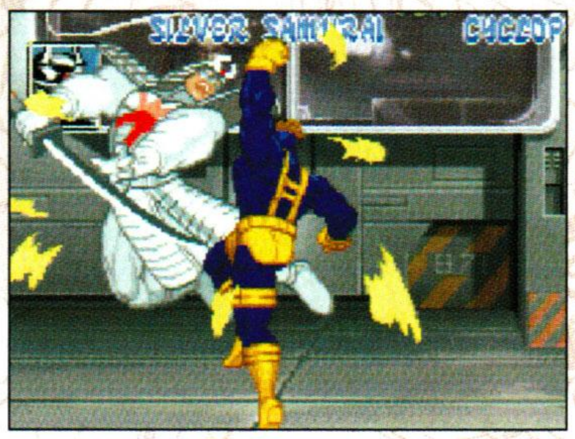
CREATE YOUR OWN COMBO

X-Men follows in the tradition of Killer Instinct by introducing some truly unbelievable combination attacks. A huge amount of successive hits can be unleashed in X-Men - with the ultimate being a quite fantastic 80 hit combo strike (with Iceman, if you're interested). It must be said that the **MAXIMUM** team aren't particularly fond of these huge combo chains - however, since the rest of the game is so good, we can't really complain. Also, you tend to get the highest "combos" after using a super-move and we can't deny that seeing such moves cause so many hits does have its moments.

WHAT'S TO FOLLOW

As mentioned elsewhere, this is merely the beginning of the X-Men Extended Play action. By the time the next issue of **MAXIMUM** is in production, a completed copy should be in our hands and then we shall concentrate on remaining characters Storm, Psylocke, Spiral and the Sentinel and reveal all about Magneto and the unstoppable Juggernaut - the game's two incredibly impressive bosses.

MUTANT FILES - Secret data on each fighter's characteristics!



CYCLOPS

● *Real Name* **Scott 'Slim' Summers** ● *Height & Weight* **6'3", 175 lbs**
● *Eye Colour* **Ruby** ● *Hair Colour* **Brown**
● *Origin* **Anchorage, Alaska, USA** ● *First Appearance* **X-Men #1**

Notes The legends hail Summers as the very first X-Man. Although his wife Jean Grey was Professor Xavier's first student, Cyclops was the first to don the X-Men uniform. Orphaned and separated from his brother at an early age, Cyclops was eventually rescued by Professor X, who showed Scott the full limits of his optic power. Cyclops has to continually wear ruby quartz glasses which hold back the power of his optic energy blasts (which gradually build in strength as he is exposed to the sun - or in the game's case, perform special moves). At full power, his blasts can pulverise adamantium. It's important to note that Cyclops' beams are not lasers and hence do not "burn" through anything - they are pure concussive force.

As a combatant in the X-Men game, Cyclops is incredibly powerful. His Gene Splice manoeuvre is a more advanced version of the celebrated Dragon Punch and it must be said that there is a great deal of martial arts in his techniques. Combined with his optic blasts, they make Cyclops a devastating opponent once he has been fully mastered.

Aim Optic Blasts at your mutant foes!!

CYCLOPS HOME STAGE
THE DANGER ROOM

The Danger Room is situated at the X-Men's base of operations - the Xavier School for Gifted Youngsters, situated in Westchester near New York City. The latest Danger Room, as seen in X-Men: Children of the Atom features advanced alien Shi'Ar technology that holographically morphs the room into any possible environment or situation, which the game does an excellent job of showing as the backdrop changes from one scenario to another. Plenty of obstacles and dangers crop up, including spikes coming out of the floor, but they don't cause you any kind of damage. There are four wildly different environments on show and you should see Gary Harrod gasp in amazement as it switches between them.

THE OPTIC BLAST *forms the basis of Cyclops' Super Finishes. Using this move causes a huge amount of hits to be unleashed on your opponent with the most amount of damage inflicted at close range.*

Ultimate combination of Martial Arts and Mutants!

THE MUTANT POWERS OF CYCLOPS	
SPECIAL TECHNIQUES	
OPTIC BLAST	↓↘→ + Any Punch
GENE SPLICE	→↓↘ + Any Punch
MAX LEVEL X-POWERS	
MEGA OPTIC BLAST	↓↘→ + All three Punch buttons
CONTROL BEAM	↓↙← + All three Punch buttons

WOLVERINE

- *Real Name* **Logan** ● *Height & Weight* **5'3", 195 lbs**
- *Eye Colour* **Black** ● *Hair Colour* **Black**
- *Origin* **Canada**
- *First Appearance* **Incredible Hulk #180, #181**

Notes Little is known about Logan's past - in fact, even Wolverine himself is unclear about his background as the scientists who added his adamantium skeleton also deleted key memories from his time as a CIA operative and replaced them with totally different recollections. He gained his adamantium as part of the secret Weapon X program which sought to change him into a living weapon of murder and destruction.

This was in addition to his natural mutant abilities, which included heightened animal senses, enhanced strength and agility as well as his celebrated healing factor. Wolverine is a master of just about all known martial arts and combines these techniques with his natural ferocity to form a highly instinctual art which is all his own.

This is reflected in the game. Wolverine is short on special moves, but this is because the speed and diversity of his normal attacks makes him powerful enough. Combined with his berserker rages and mutant abilities, Wolverine is one of the easiest characters to master and also one of the strongest.

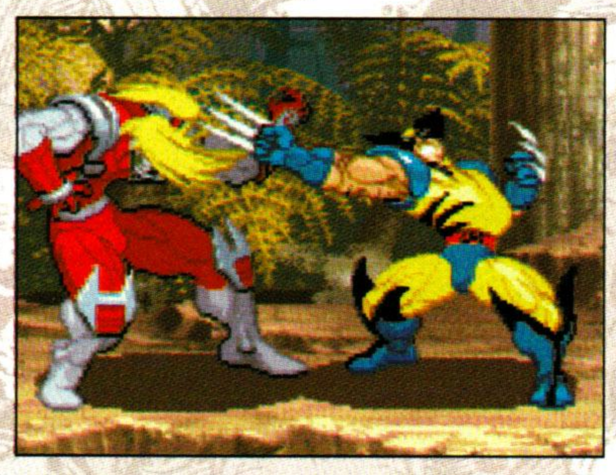
Stripe the Savage Land scum a good 'un!!

WOLVERINE HOME STAGE

SAVAGE LAND – *FIERCE COMBAT! SAVAGE LAND!*

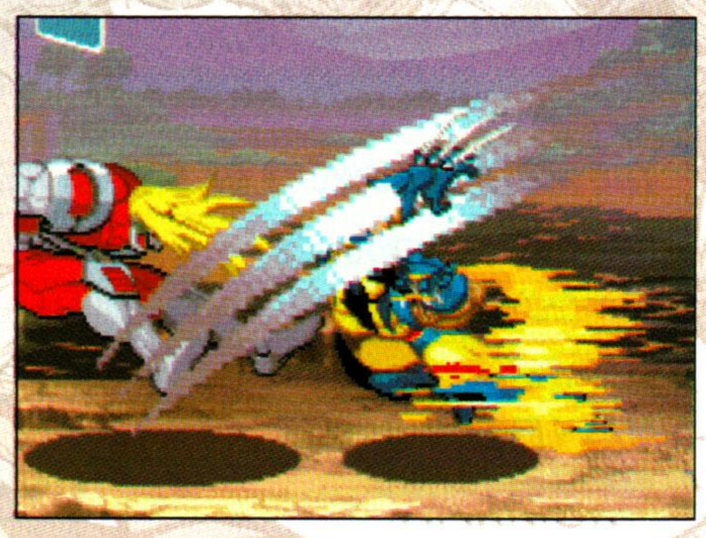
Wolverine's base of operations in this game is the Savage Land, a strange "land that time forgot" situated near the North Pole. Surrounded by a ring of active volcanoes, which insulate the region from the arctic conditions, the Savage Land is a self-contained environment which hasn't evolved since Prehistoric times. Consequently, dinosaurs and other long-extinct flora and fauna are found here. It's a strange choice as a home stage for the Canada-born Logan, but the Savage Land is such an essential part of X-history, it had to be in there somewhere. Comic fans might spot Magneto's fortress scroll by in the background. The building is in a state of ruin following an altercation with X-Men during a late '60s X-Adventure.

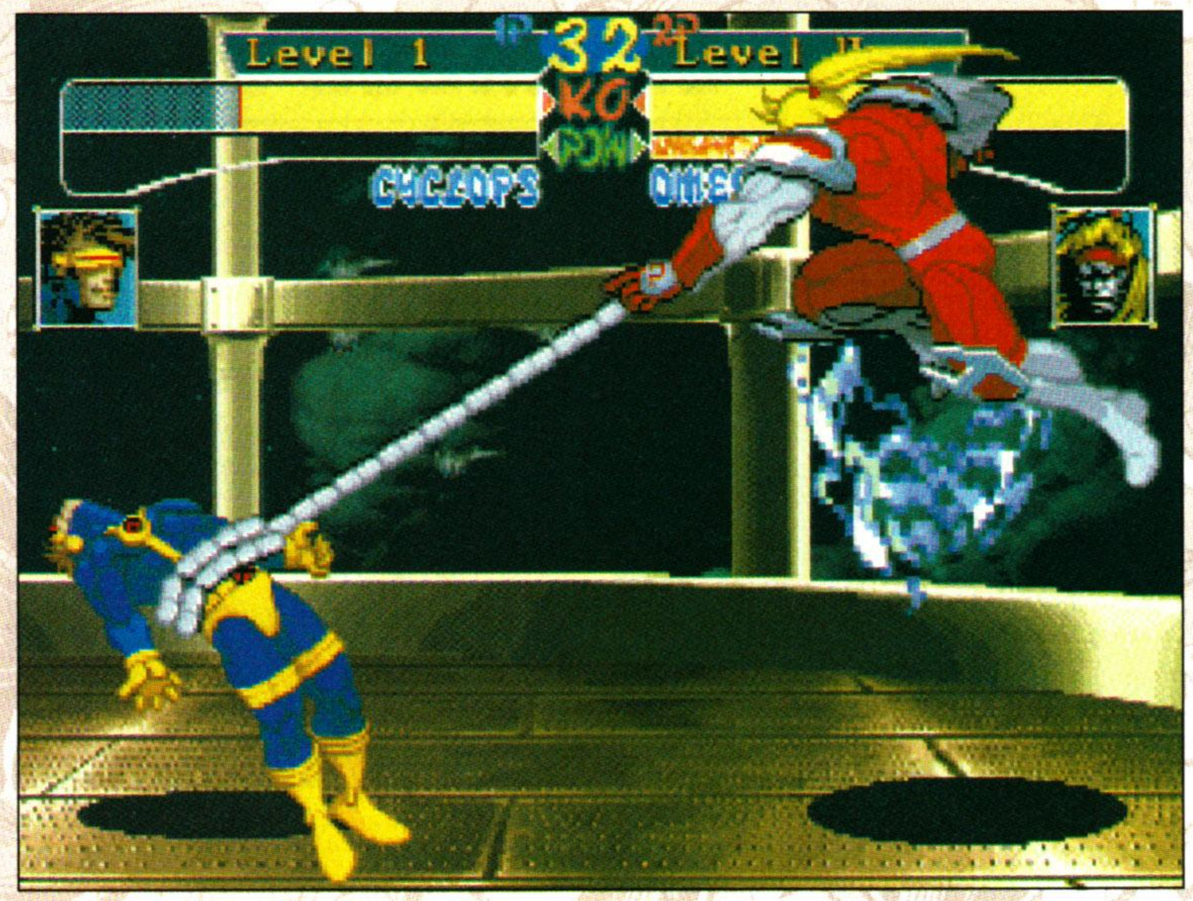
WOLVERINE'S MOVES *are some of the easiest in the game to chain together. Just about all of his basic attacks can lead quickly from one to another, making Wolverine an unstoppable aggressive force - such is his power.*

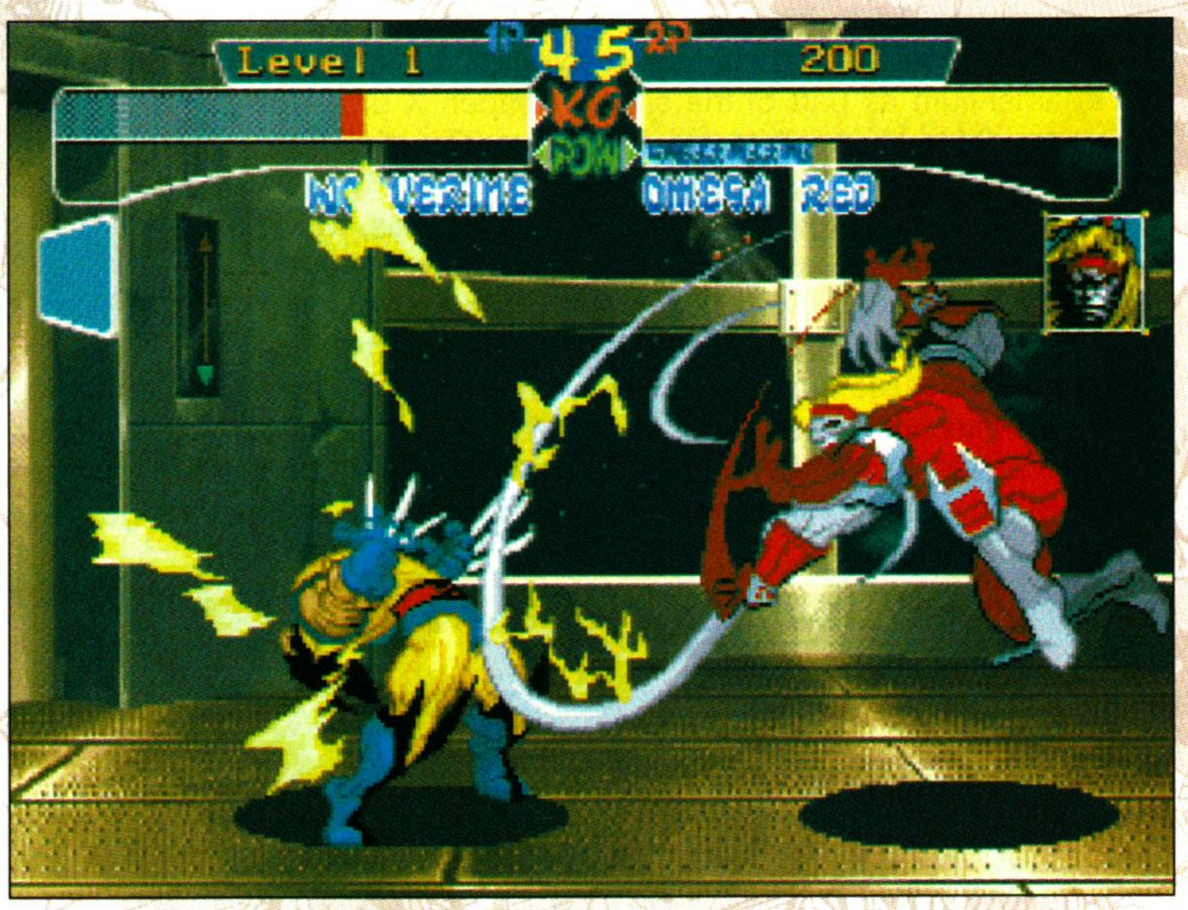


Chain your attacks for massive combination potential!!

THE MUTANT POWERS OF WOLVERINE	
SPECIAL TECHNIQUES	
DRILL CLAW	Same strength Punch + Kick together
TORNADO CLAW	➡⬇↘ + Any Punch
MAX LEVEL X-POWERS	
BERSERKER BARRAGE	⬇↘➡ + All three Punch buttons
BERSERKER CHARGE	⬇↙⬅ + All three Punch buttons
HEALING FACTOR	⬇↙⬅ + All three Kick buttons





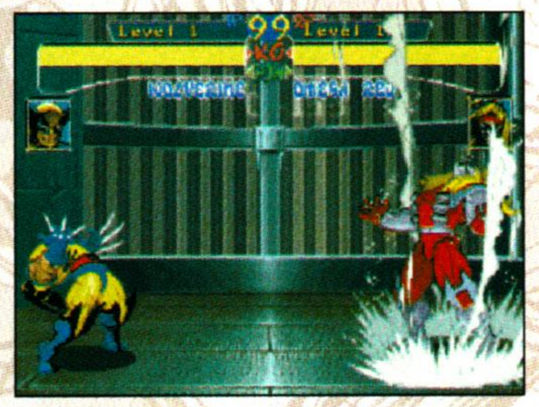


OMEGA RED

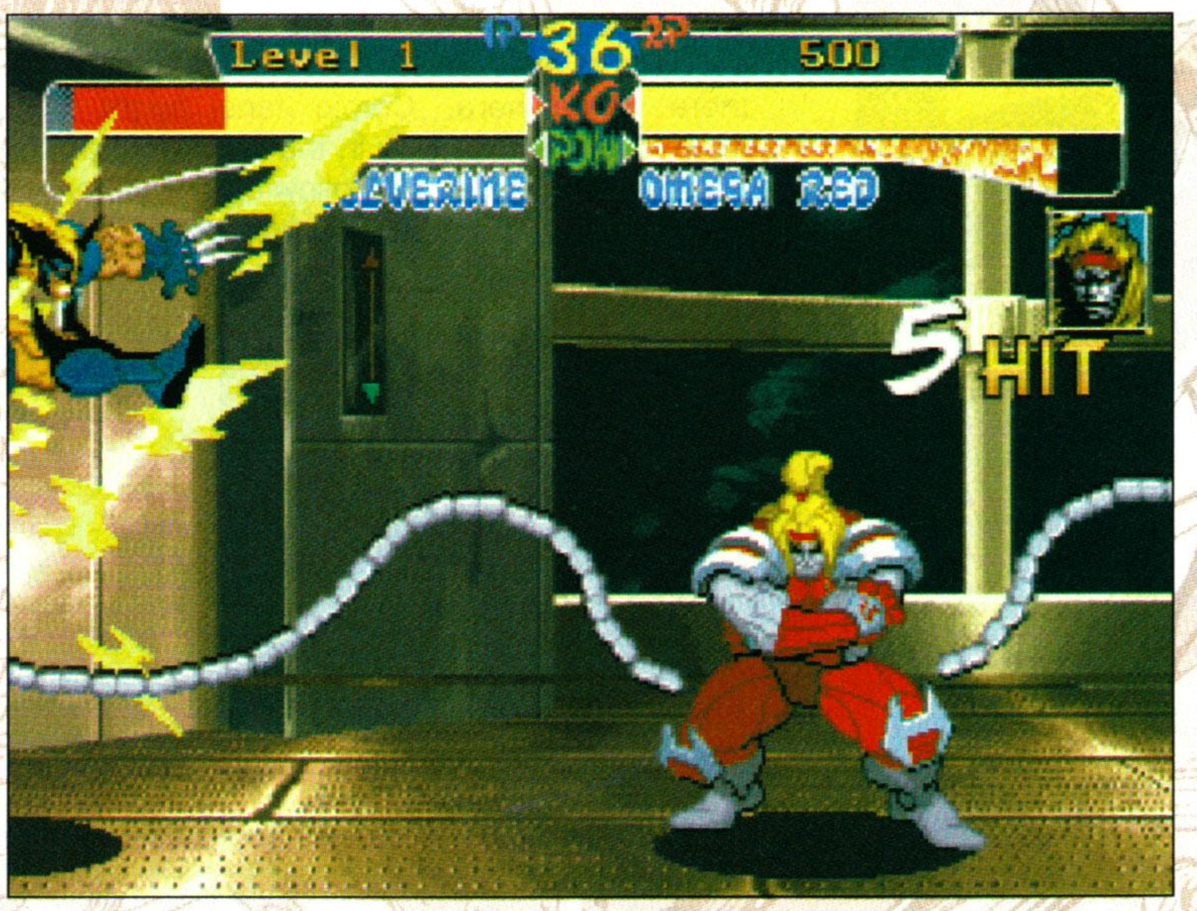
● *Real Name* ***Arkady Russovich*** ● *Height & Weight* ***6'6", 300 lbs***
● *Eye Colour* ***Red*** ● *Hair Colour* ***Blonde***
● *Origin* ***Russia*** ● *First Appearance* ***X-Men #4 (90s series)***

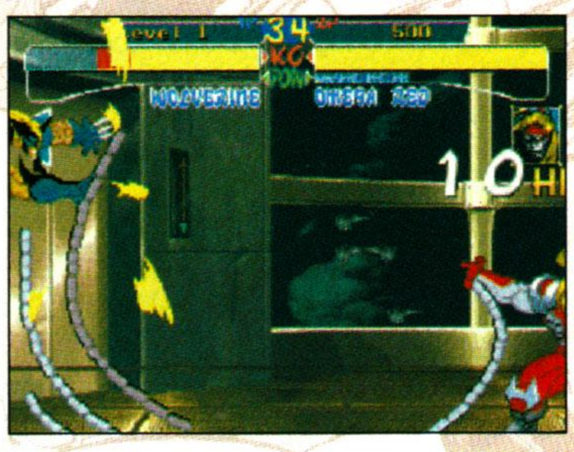
Notes Omega Red is yet another shady figure from Wolverine's past who comes back with the express intention of gaining revenge on the X-Man. He started out his superhuman existence as part of Russia's wartime super soldier program, which melded his near indestructible carbonadium coils to his body. Opposite to Wolverine, Omega Red has a mutant death factor which actually causes him to revert to a death-like coma state. By draining his opponent's energy, or by being in Wolverine's (or Sabretooth's) presence, this death factor is temporarily halted.

Omega Red is undeniably one of the most awesome fighters in the game. He is able to fire off his carbonadium tentacles in any direction (even below him whilst in the air) and once he has caught his foe in his grasp he can throw them in any direction. Following this up with an Omega Strike is a devastating combination. It's clear that Omega Red doesn't specialise in combos, and whilst he isn't quite as strong as Colossus, he is undeniably one of the most dangerously effective fighters in the game.



Destroy with the Omega destroyer! An awesome X-Power attack!!





THE MUTANT POWERS OF OMEGA RED	
SPECIAL TECHNIQUES	
CARBONADIUM COILS	↓↘→ *+ Any Punch button*
OMEGA STRIKE	↓↘→ *+ Any Kick button*
MAX LEVEL X-POWER	
OMEGA DESTROYER	↓↘→ *+ All three Punch buttons*

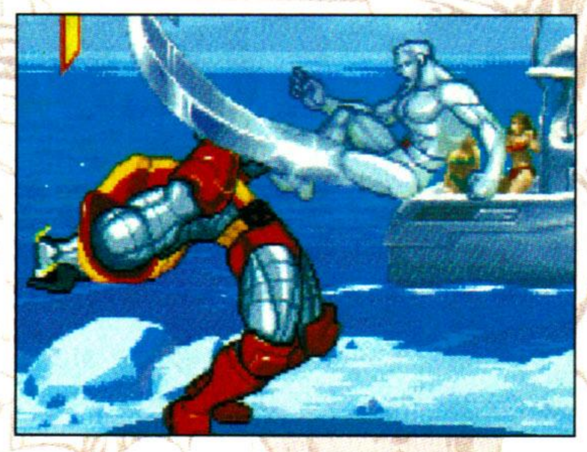
OMEGA RED HOME STAGE

THE DEEP – *ELEVATOR AT THE BOTTOM OF THE SEA*

Omega Red favours a more tightly confined fighting area, which happens to take the form of an elevator which plummets many fathoms down into the ocean. The pressure of the water takes its toll on the reinforced glass, which gradually cracks as the bout progresses (thankfully, it never actually yields - now that would bring the fight to an end quite quickly). Situated on the coastline, the elevator leads to an underwater research facility - which you can see at the start of the first round.

ICEMAN

- *Real Name* ***Robert "Bobby" Drake***
- *Height & Weight* ***5'8", 145 lbs***
- *Eye Colour* ***Brown*** ● *Hair Colour* ***Brown***
- *Origin* ***Long Island, New York, USA***
- *First Appearance* ***X-Men #1 (60s series)***

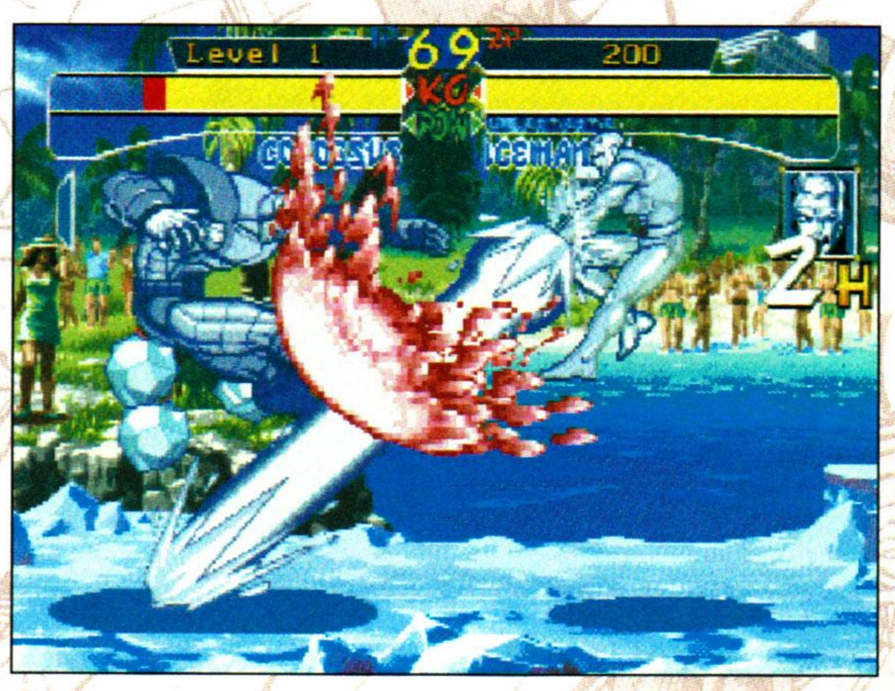


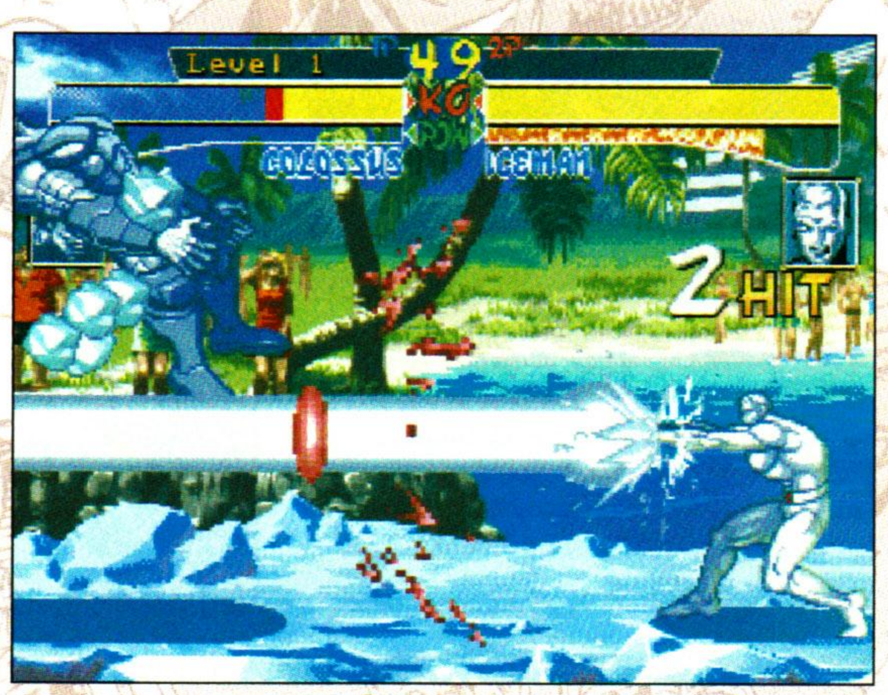
Notes Iceman is something of a joker in the X-Men, known for his flippant attitudes and "witty" remarks - even in the depths of bitter combat with all but the X-Men's deadliest enemies. This has led him to be taken less seriously by team leaders Storm and Cyclops, who would rather have him concentrate all of his efforts into his powers. Although he took a long leave of absence from the X-Men when the new team members joined in Giant Size X-Men #1 (and pursued an accountancy career, believe it or not), he eventually returned to the X-Men, where his powers and abilities are now seen as a force to be reckoned with.

Iceman's techniques and powers are so strong that he rarely (if ever) has to rely on conventional fighting skills. He is able to draw upon the natural moisture in the air and reduce its temperature right down to near absolute zero. It's also possible for him to mould the moisture into shapes of his liking. Although he is capable of inflicting many, many hits on his opponents, you only gain significant damage from his attacks by chaining them into combination attacks. Even a top-level super-attack at close range doesn't inflict that much damage as opposed to say, Omega Red or Cyclops. So, although he is easy to learn, actually taking Iceman to the limits of his potential is quite tough.

EXTENDED PLAY

Put your enemies on ice with an incredible array of arctic assaults!!

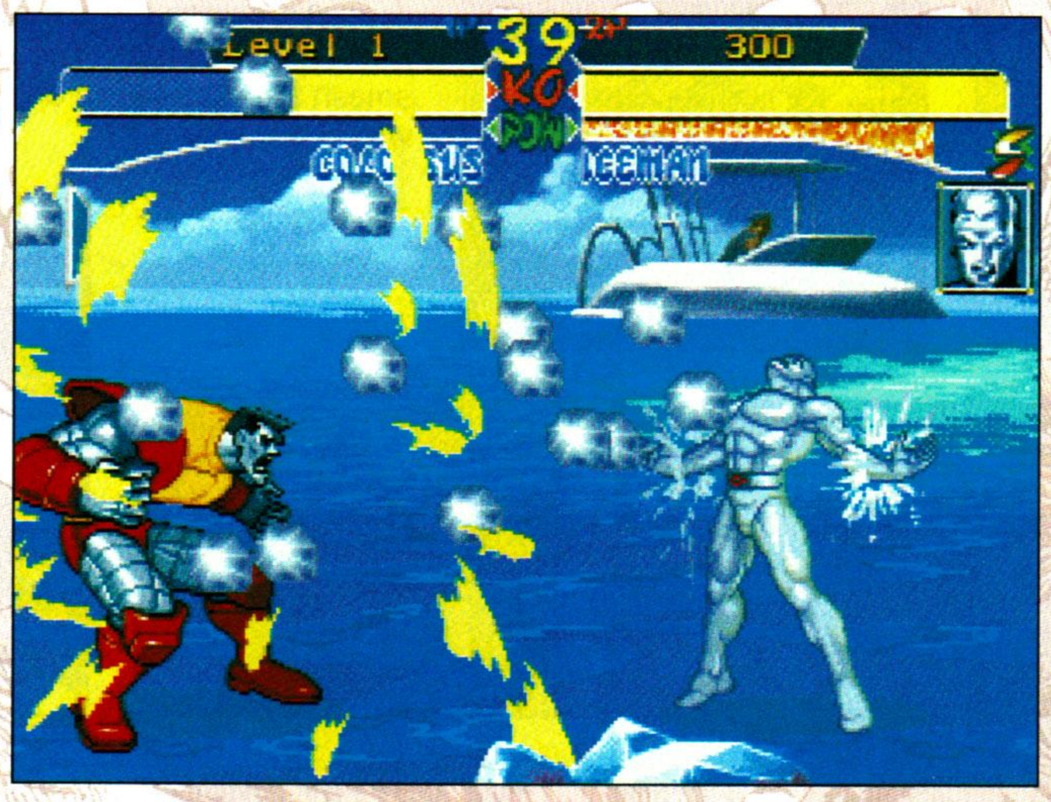




ICEMAN HOME STAGE

ICE ON THE BEACH – *BATTLE ROYAL ON THE SOUTH PACIFIC*

Iceman decides to set up residence on a tropical island somewhere in the South Pacific and he's obviously put his powers to work in this terrain, coating a good deal of the sun-drenched area with liberal quantities of frozen water. Iceman is a born exhibitionist and enjoys creating ice sculptures to wow the locals. Also popping up on this backdrop are various boats and dolphins which occasionally appear on the water in the far background.



ANGLE YOUR ICE BEAM *by pressing a different strength punch button. The Ice Boulder attack can also by directed in three directions depending on which strength of punch and kick buttons are used.*

THE MUTANT POWERS OF ICEMAN	
SPECIAL TECHNIQUES	
ICE BEAM	↓↘→ *+ Any Punch*
ICE AVALANCHE	*Same strength Punch + Kick together*
MAX LEVEL X-POWERS	
ARCTIC ATTACK	↓↘→ *+ All three Punch buttons*
ICE FIST	↓↙← *+ All three Punch buttons*

Have this Ice Avalanche to the head!

COLOSSUS

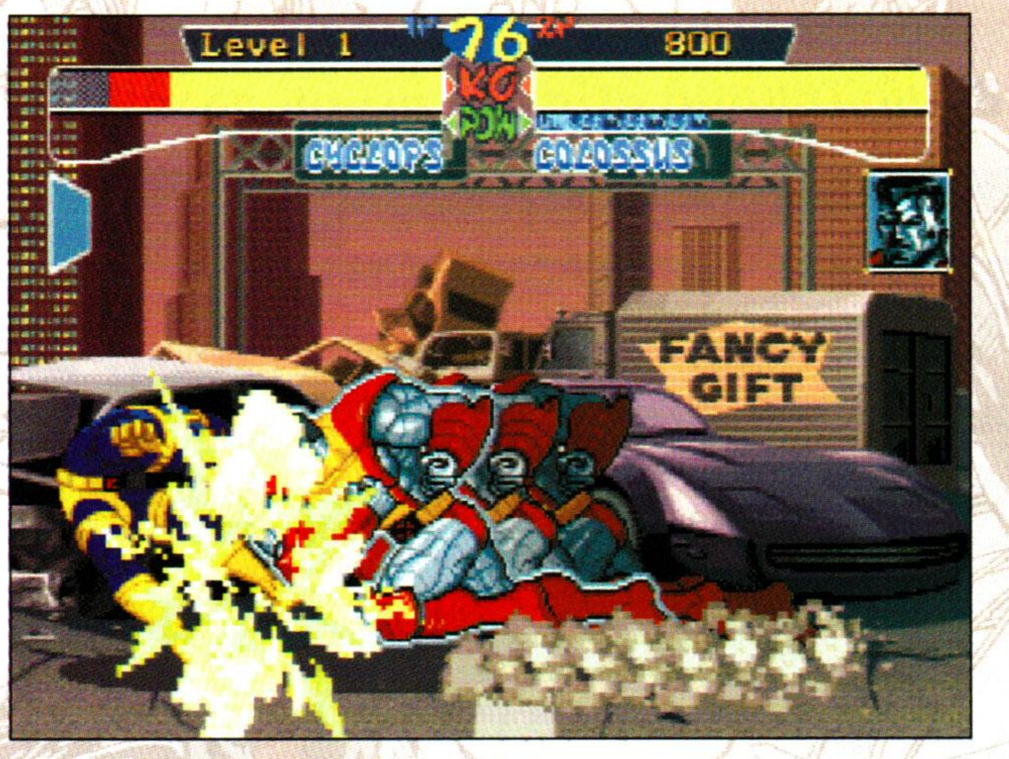
- *Real Name* ***Piotr "Peter" Nikolaievitch Rasputin***
- *Height & Weight* ***7'5" in armoured form, 500 lbs in armoured form***
- *Eye Colour* ***Silver in armoured form*** ● *Hair Colour* ***Black***
- *Origin* ***Siberia, Russia*** ● *First Appearance* ***Giant Size X-Men #1***

Notes Having started out life as a simple farm labourer in Communist Russia, Peter Rasputin soon discovered his mutant ability to change his body into solid organic steel, making him nigh-on invulnerable. When the original X-Men team were kidnapped by a mysterious force, Professor Xavier recruited him along with the likes of Storm and Wolverine to trace their disappearance. Convincing him that the power of Colossus should benefit the world and not just Russia, Rasputin joined the X-Men, but over the years found himself sacrificing all of his principals, causing him to leave the group.

Not surprisingly, Colossus spends the entire game in his armoured form, which endows him with incredible levels of superhuman strength. Of course, he isn't quite as invulnerable as he is in the comics (it would make any bout with him pretty short) and he tends to specialise in throwing techniques.

Unleash the unstoppable power of the organic steel X-Man!!

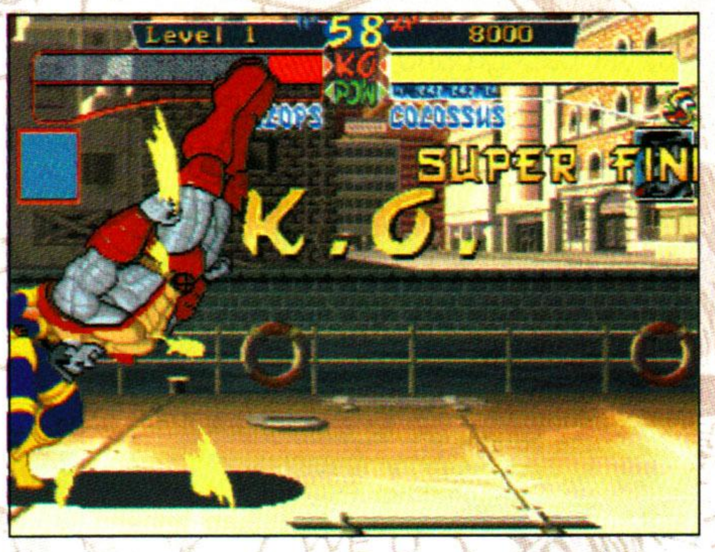
THE ARMOURED X-MAN *has a reputation for being quite slow in his attacks, but second only in destructive force to the Juggernaut. Some of his moves render him temporarily invulnerable, making him a deadly opponent.*

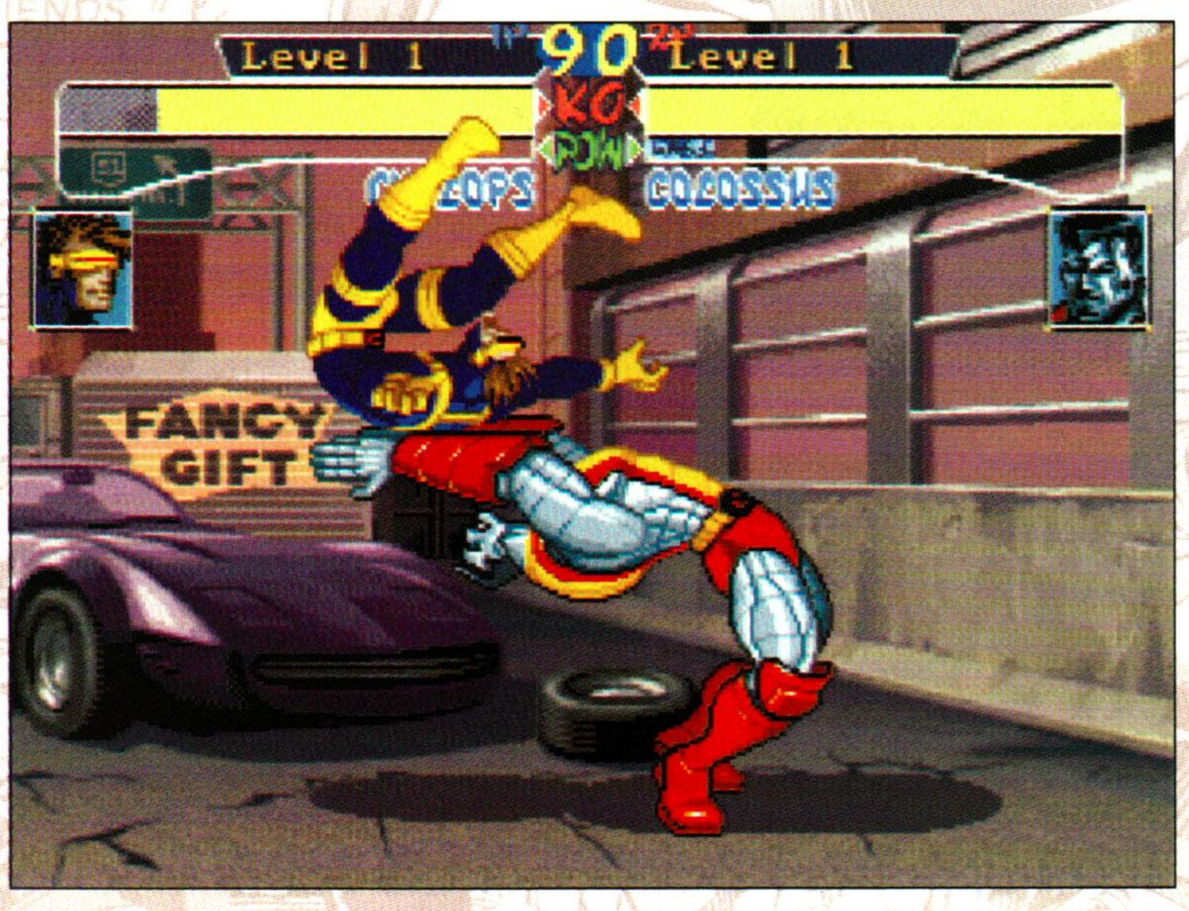


COLOSSUS HOME STAGE

MUTANT HUNTING – *BATTLE ON THE STREETS OF LOS ANGELES*

Curiously enough, the home stage for one of the most celebrated Russians in comics actually happens to be... a downtown Los Angeles scene! Set in a run-down area, Colossus does battle against his foes with a background dominated by a defeated Sentinel, slumped across the street. Soldiers and active Sentinels hunt for mutants in this area. The scene is set on a bridge, which you can smash through, falling onto a boat. Any heavy moves here result in waves appearing.





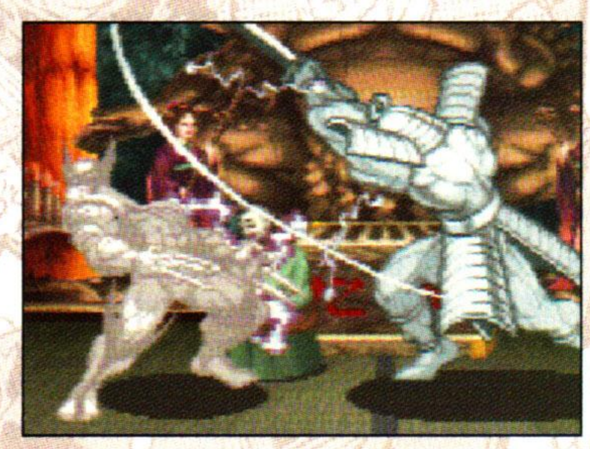
THE MUTANT POWERS OF COLOSSUS	
SPECIAL TECHNIQUES	
GIANT SWING	↓↘→ + Any Punch
POWER TACKLE	↓↘→ + Any Kick
BODY PRESS	↓ + Fierce Punch
MAX LEVEL X-POWERS	
SUPER DIVE	↓↘→ + All three Punch buttons
SUPER ARMOUR	↓↙← + All three Punch buttons

SILVER SAMURAI

● *Real Name* ***Kenuchiro Harada*** ● *Height & Weight* ***Unknown***
● *Eye Colour* ***Black*** ● *Hair Colour* ***Black***
● *Origin* ***Japan*** ● *First Appearance* ***New Mutants #5***

Notes X-Men villains tend to gain a lot of credibility by having Wolverine as their arch-nemesis (like Omega Red, Sabretooth et al) and the Silver Samurai is no exception. He is the head of the Yashida clan, brother to the beautiful Mariko - the love of Wolverine's life (until she died, that is). Although physically massive, the Samurai is remarkably agile for his bulk and is gifted with a range of normal attacks which befit a Samurai master.

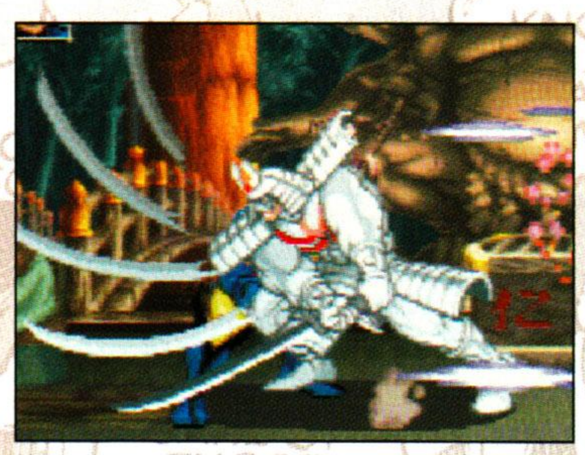
Harada has enviable mutant abilities which enable him to channel energy into his samurai blade. In the game this takes two forms. Firstly, he can overload his mutant energy and cause a huge lightning storm to blast through the playing area. This can be avoided though, so it may be wise to use the Samurai's other X-Attack, which gradually channels his mutant energy into his blade. This lasts a lot longer and causes large amounts of damage whenever his flaming sword connects with an opponent. Also, vast amounts of energy drainage are incurred if this X-Attack is used in combinations. Overall, although seemingly unappealing at first, the Silver Samurai is a formidable opponent.



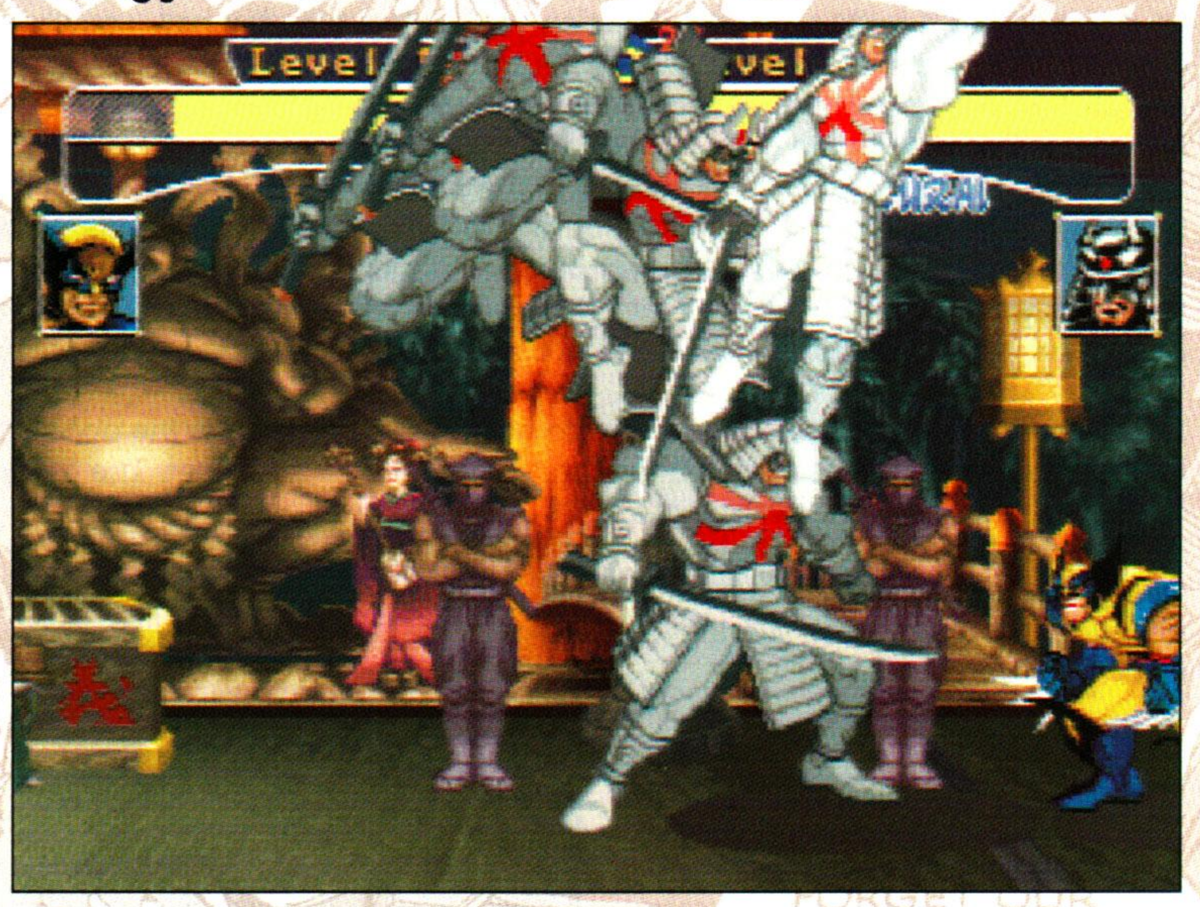
SILVER SAMURAI HOME STAGE

SAMURAI SHRINE – *OSAKA IN FLAMES*

The Silver Samurai has created his own shrine in deepest Osaka, in Japan with Mount Fuji prominent in the background. The environment is rich in Japanese symbolism, crammed with icons and idols effectively portraying the samurai's respect for ancient Japanese traditions. Ninja assassins stand guard, even standing by their posts when the shrine is set alight some time into the bout.



Channel awesome amounts of mutant energy into Silver Samurai's blade!!



THE MUTANT POWERS OF SILVER SAMURAI	
SPECIAL TECHNIQUES	
SHURIKEN	↓↘→ + Any Punch button
HYAKU-RETSUTOH	Press any Punch repeatedly
LEVEL 2 X-POWERS	
BLINK	↓↘→ + Any Kick button
BUSHIN	↓↙← + All three Kick buttons
RAI - THUNDER SWORD	↓↙← + Light Punch
HYO - ICE SWORD	↓↙← + Middle Punch
HONO - FLAME SWORD	↓↙← + Heavy Punch
MAX LEVEL X-POWERS	
RAI MEI KEN - THUNDER SHOWER	↓↘→ + All three Punch buttons
TRIPLE SHURIKEN	↓↙← + All three Punch buttons

THE SILVER SAMURAI *isn't exactly the most popular character in X-Men: Children of the Atom, but his power is unquestionable. As you can see from the chart to the left, Silver Samurai has the largest amount of special moves in the game. He's not difficult to control, but discovering the full limits of his power may take some time.*

FIFA '96 - EA Sports' dramatic debut on the Sony PlayStation!

THE GREATEST FOOTBALL GAME JUST GOT BETTER!

- *Virtual Stadium technology makes for super-realistic footballing action!*
- *Featuring a gargantuan array of useful options, team stats and formations!*

The gaming might of Electronic Arts, and their many sporting releases over the past few years have ensured their emergence as market leaders, commanding much respect throughout the sporting games community. With the advent of FIFA '96 on the PlayStation (and with conversions planned for PC CD-ROM, Saturn and the 16-bit consoles), EA are set to redefine the football game still further. This is a fully rounded and in-depth soccer simulator with more than enough arcade action in it to please almost everybody. As you would expect, EA have had considerable time and experience (and a number of releases over a multitude of consoles) to hone their games into fantastically playable titles; and that is what they have achieved with FIFA '96.

MAXIMUM is concentrating on the major techniques that will help your side during those all important 90 minutes, and the finest camera angles to complement your team's ball control. The multitude of other options available (such as formations and memory card saves) have not been covered as they are relatively self-explanatory. The league options are also somewhat easy to fathom, but the four options (including a really rather stressful playoff option) really do give you more hardcore football action than you can possibly handle. So without further ado, dust off your boots, screw in your studs, stuff in your shin guards and win that match!

Players of FIFA '96 can expect a wealth of controls at their fingertips, and in this extensive overview, **MAXIMUM** attempts to evaluate the best methods for controlling your players, cameras and formations in order to take your team to ultimate victory. The huge number of options is one of FIFA's trademarks, and may seem initially daunting to wade through at first, but once you become accustomed to your favourite set up, you can concentrate on the match in hand, and the scoring of that all important goal.

The techniques of BALL CONTROL!

PART 1. BASIC TECHNIQUES OF PLAYER POSSESSION

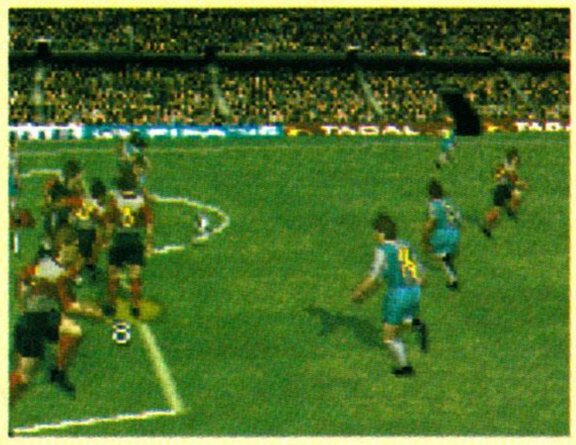
The Pass - This is divided into two distinct passing skills. The first is the pass up-field, and this is achieved by pressing the X button and the direction you wish to kick the ball (usually up or down). Your player executes a skillful passing shot that leaves the ball in space, and allows forwards to locate the ball and set up a goal. This passing shot is only available when no other players are visible in the direction of the kick, and is a stronger kick than the pass to player, but with greater accuracy than the desperation hoof.

The pass to player kick is the second of the passing kicks, and is distinct from the pass up-field as you must tap the X button with the direction of the kick. Your player delicately passes the ball to a player in space, or to an open area that a player can run to, but if no player is present to pass to, your player reverts to the passing up field. This is by far the most safe player pass of the game, and with practice and timing, a series of one-twos, back-heelers and even fancy kicking antics can be employed to wow the opposition.

Shooting - Once you've ploughed your forwards up-field towards the opposing goal, and you want that all important goal, press the circle button for a powerful shot at the net. The fantastic after-touch feature allows curling of the ball for even more spectacular and accurate shots, but timing and competence is essential for such an attempt at scoring to work effectively.

The following shots demonstrate the in-game action following a shot. The accuracy of your forwards lies in your joypad-waggling prowess and the excellent after-touch features present .

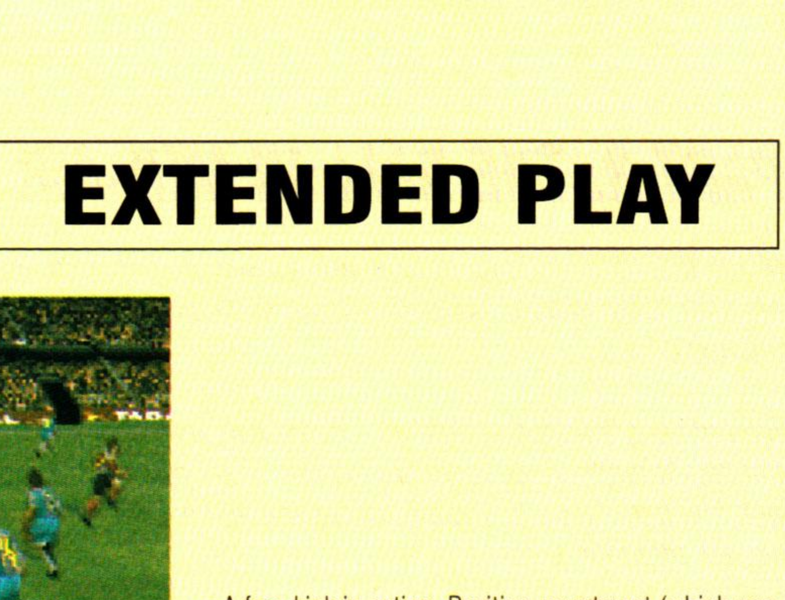
Practice your after-touch ability and awesome goals await you!!



A free-kick in action. Position your target (which can also be hidden from another player) with care and attention, and then aim for that goal! As you can see, such antics can cause mass confusion on the pitch!

Desperation Kick - When your player is down-field, or near to your own goal-line, a press of the circle button results in a desperate clearance by your defender that can be controlled to some degree. This is essential for thwarting opposition goal attempts, but should be reserved for occasions when sensible tackles have left the ball in space, but dangerously close to your net.

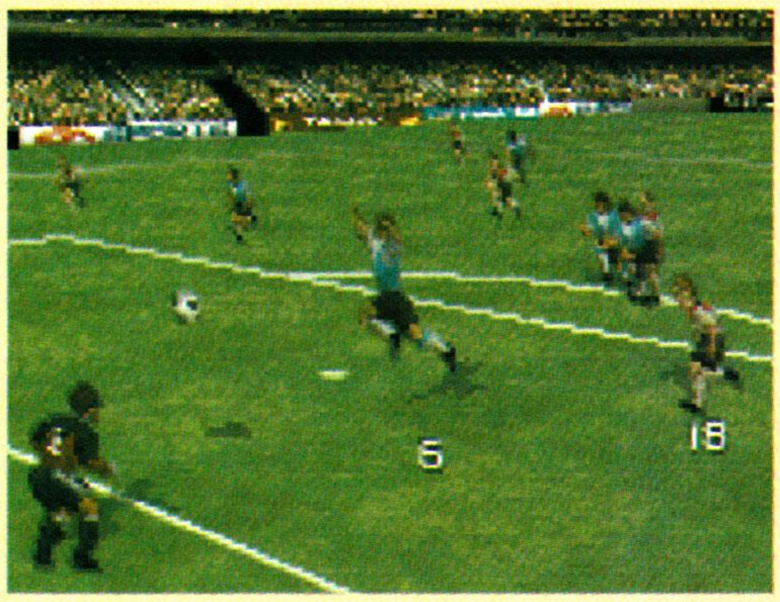
Running - Achieved by pressing the square button and the direction in which you wish to run, this is useful, as it allows defending players to reach attacking forwards with the ball. As players with the ball travel slower than normal, your player should be able to attempt a tackle, unless he is dodged. Technically, the player isn't in possession of the ball at this time, but has been included as an extra feature regardless.



NOW YOU MUST LEARN THE ADVANCED TECHNIQUES!

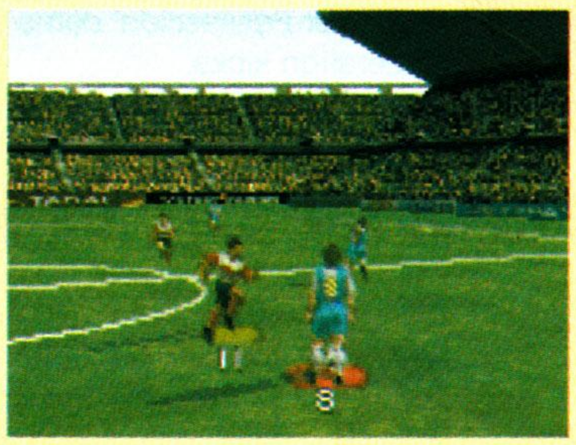
The Turn and Volley - By pressing square and circle both together, your player performs a turn and volley, perfect for dodging your opponent's player and covering ground with a pass in one. If there is no player to pass to, your player just turns and executes a fancy bit of weaving instead, so time your technique carefully.

The Shallow Lob - Instead of simply passing to another player, you may elect instead to kick the ball low and long to a team-mate. This covers great distances and is useful, but only when you have players to pass to in your general direction. A fast and simple technique for getting the ball up-field in a short period of time.



Overhead Flick - A flashy way to receive a pass is to finish with an overhead kick, by pressing square and circle at the same time. Only executable when the ball is off the ground, but in the player's possession, this requires practice, but gives a good and visually impressive powerful kick, hopefully to the back of the net.

The Sprint Dribble - With the ball at your feet, try to power up the pitch by holding triangle down and moving the d-pad in the general direction of the opposing goal. Dodge and weave past your opposing players with almost unnatural skill and vigour, but remember that you are still susceptible to tackling.



Advanced techniques require expert timing, but can result in some fantastic goals. Note the Sprint Dribble (left) is an easy way for a star forward to prove himself on the pitch with a particularly impressive run.

PART 2. AFTER THE PASS

These slightly more complex moves are best put into practice after a game of two, and start to add depth to the proceedings. They can only be accessed when the ball is in mid-pass, not when a player has the ball, and certainly not while the ball is in mid-air.

The One-Two - That famous football manoeuvre, the pass to one player and back again, is available to FIFA '96 players. This is achieved by pressing the circle button on your joypad after a pass to another player, and results in a small pass back to your original chap. Use this excellent technique to catch your opponent on the hop, and try to get your original player into space while the one two is happening for an exciting goal-mouth experience.

Entering the Passback Mode - Upon passing the ball, the square button allows you to toggle between Passback and non-Passback modes. In Passback mode, control passes is kept with the current player, and not the one with the ball, whilst in non-Passback mode, the situation is reversed. Non-Passback mode is best saved for all out goal attacks for players who are sure of themselves, whilst the Passback mode is best suited to a more cautious style of play. Various features of the two modes are available, and are described in greater detail below.

Controlling Nearest Player to Ball - Having just executed a fine desperation kick that has left the ball in space, you should immediately transfer your joypad control to the nearest player to the ball. This is achieved by pressing X, and it toggles through your players, starting with the one nearest the ball itself, followed by other nearby choices. Quickly change players and run for the ball, or else control passes to your opponent.

PART 3. THE BALL IN MID-AIR

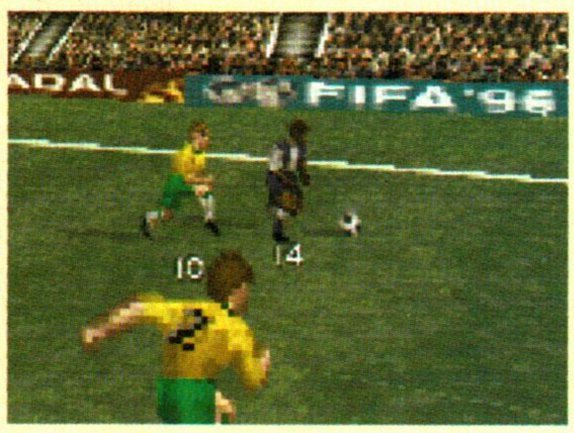
More ball-controlling antics are available while the ball is travelling up in the air from one player to another (and thus are distinct from the after-pass techniques).

Switching Player Control - Pressing the square button at this time allows a similar toggling feature and described above for controlling the player nearest the ball. This is mainly required for increased overall control of your team on an attacking run.

Jumping to Receive the Ball - As the ball drops from the sky and is about to land, you may enable your player (by pressing circle) to receive the ball in a number of ways depending upon the angle of descent and where the player is on the pitch. Most of the time you execute a header, although Volleys and Bicycle Kicks are also common. This can lose you possession of the ball if you are not careful, so bear this in mind. However, with correct timing near to an opposition's goal-line, a well-placed volley could turn the match in the last dying seconds of the game.

After-Touch - The stalwart feature of any superior soccer title, the after-touch is affected by pushing the d-pad in the direction you wish the ball to go. It then swerves to that direction, and with great skill and judgment, defenders and even the goalkeeper may be avoided.

PART 4. TECHNIQUES OF THE PASSBACK MODE



Note that the techniques outlined below are only possible when Passback mode is engaged. Passback mode may only be engaged when the ball has just been passed, but has not been picked up by the receiver.

Return Pass and other features - Hitting the square button once the receiver has the ball causes him to pass it straight back to the original player - but this is not a straight one two as it may be employed at any time. This is excellent for moving your original player up the field and into space while the other team home in on your receiver who finds a space, and passes the ball back to you; hopefully when you are in an advantageous position.

From the Passback mode, your Passback player may attempt a shot at goal (by hitting circle and remembering the after-touch) by hitting circle, or the player may elect to end the Passback mode altogether, by pressing X and switching control to the player with the ball. All the techniques in Passback mode are useful depending upon how the game is going, and after a while, you learn when to engage Passback mode, and when to change back.

Finally, an obvious point, but one that should be mentioned, is that when Passback is not engaged, all the normal basic techniques discussed in 'Player Possession' come into play, such as the passing moves and the desperation kicks.

PART 5. WINNING BACK THE BALL FROM THE OPPOSITION

Examine the text to the right to find out the full extent of the counter-striking moves needed to regain possession in FIFA '96. Of course, this is just as important as learning to control the ball.

Most of the methods explained previously are useful when you have the ball, but the play mechanics outlined below occur when you are winning the ball back from another player. During this time, a whole host of attacking and defensive moves can be put into practice with varying degrees of success.

Tackling - The most effective type of tackle in the game, and the one which usually gets a result without inflicting pain is the normal tackle. By hitting square and X together (and obviously when next to the player with the ball), your player should exhibit a deft piece of footwork to steal the ball from an attacking opposition player.

Pushing - With the ref looking the other way, a bit of hard tackling could be in order, and by hitting X and circle together you can try your hand at a bit of shoving. Not quite as unprofessional as the sliding tackle (which can go really horribly wrong), but sometimes results in the opponent sprawling over while you pick up the ball and trundle up the pitch. Recommended only occasionally for those players who think they can get away with it.

The darker side of football is also present in FIFA '96. Whilst tackling is a vital part of the overall football experience, it can be employed with the express purpose of nobbling other players.

Sliding Tackles - If timed to perfection, this results in a perfect stealing of the ball and is achieved by hitting the square button. Done with a bit of malice, and at the wrong time results in a yellow card after a particularly satisfying crunch. Up-ending other players is excellent fun, but after a while you should attempt to time your tackles. This is by far the easiest way to steal the ball, but be warned of the consequences - nobbling other chaps is frowned upon and results in a red card or two (Indeed, **MAXIMUM** has managed to lose four players in such a manner).

Player Cycling - You may find your controllable player off-screen or lost completely, and you want a your team member near to the opposing ball player, so you should press X and control passes to the team-mate closest to the ball. Obviously useful, and by pressing X again, you can change to other team players when (for example) the opposing striker powers through your midfield, and you want a personal touch in your defence.

Diving - After a cross, or for a desperate clearance, try frantically hitting circle for a bit of diving action. This can either look flash and wow the crowds (and John Motson), or be the dive that saved your team from an embarrassing defeat. One for show-offs only.

One thing FIFA '96 isn't short of is spectacular goal-mouth action. This is one awesome soccer title that should really be in your collection of PlayStation software, and should be going head-to-head this Christmas with Actua Soccer.

Those crazy OFF-FIELD ANTICS!

PART 1. CORNERS, THROW-INS AND FREE KICKS

These off-field techniques are one of the excellently presented features in FIFA '96. Toggling the camera by pressing X is a helpful way of switching between Passback mode and the player concerned, but a more professional set-play may be employed with the circle button and a d-pad move (this can also be hidden in two player mode for obvious reasons). Once you've set your fantastic curving corner, or a throw in to bemuse the other team, the actual lob is taken by hitting square. This results in the ball either travelling to a target box (which can be adjusted prior to the lob), or to a secretly nominated player, causing confusion in the rival team's ranks.

The after-goal celebrations consist of the entire team jumping around the pitch like a bunch of madmen! After this, the excellent play-back feature allows you to review the action just to rub it in!

A goal is finally scored! After much cunning dribbling, our star forward made a break for freedom and hoofed it past the keeper who didn't even see it coming!

PART 2. THE GOALIE'S ROLE: THE DROP AND GOAL KICKS

For the most part, the FIFA goalkeeper is computer-controlled, so you need not worry about frantic saves. The goalie can be controlled when there are goal kicks to take, and there are two different types employed here.

Target Pitch - Before any kicks can occur, you must firstly aim your shot. Bring up the yellow target and define the target area. This is an excellent feature that allows you to aim your shots into areas up front that you believe your players can take advantage of, but again, where you target your goal kicks depends upon team formation.

Goal Kicks - There are two types of goal kick, a lob to the target, or a mid-field hoofing. The mid range kick is for attempting to pass the ball all the way up-field, and is a safer option unless you run into opposition tackling.

The goalies are computer-controlled, but vary in their performance, so bear this in mind. The only time you take control is for goal kicks and the somewhat mediocre penalty shoot-outs.

Switch between CAMERA ANGLES!

MULTIPLE VIEWS TO CATCH THE ACTION FROM ALL POSSIBLE ANGLES!

As you would expect from a first division soccer title, a wealth of camera angles are available at your disposal. A choice of seven are available, and any one can be selected at any time during the game.

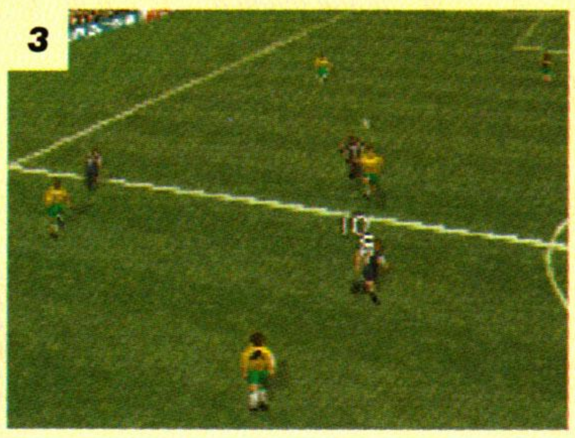
VIEW 1: TELE CAM

As one would guess, this displays the action from an angle halfway up the crowd stand, looking down on the pitch from the sides. This gives a good view of the players and moves smoothly and with little confusion, but it is difficult to judge your aftertouch when aiming for a goal. Therefore, this is a decent enough camera angle to use, except when potential goals are expected.

VIEW 2: SIDELINE CAM

Again, smooth moving camera work, but this time from the linesman's point of view. As the action is even lower when viewed, there is less play area visible, and unfortunately it is almost impossible to judge depth. The players look relatively large and detailed at this level, but at the expense of any depth vision.

Another of FIFA's many strengths is the wide variety of camera angles. Some of them are spectacular but offer limited viewing, whilst others strike a happy medium. However, the cable-cam is still the best all-round viewing angle.



VIEW 3: CABLE CAM

This is the view to use in FIFA '96, at least at first. The action switches to an overhead perspective viewed from one end of the pitch, but keeping the viewpoint floating, and thus giving a good view of the game. Judging the after touch is excellent, and the only minor problem is that the player going down the field is unable to see as much of the field (for obvious reasons).

Apart from the camera angles, the type of pitch can even be changed. Prior to your match, you can elect (for example) to play by the light of day, or perhaps you fancy a kick-about in the massive floodlit Virtual Stadium. With chanting and shouts from the excitable crowd, this is a definite footballing *experience.*

VIEW 4: ENDZONE CAM

A lower-down version of the Cable Cam that gives a view from one goal line that moves with the action, and tilts to the sides when the ball moves there. Not very useful, due to lack of visibility, but the players look nice and big, and it is quite a good viewpoint to use in one player mode whilst your players are travelling up the pitch.

VIEW 5: STADIUM CAM

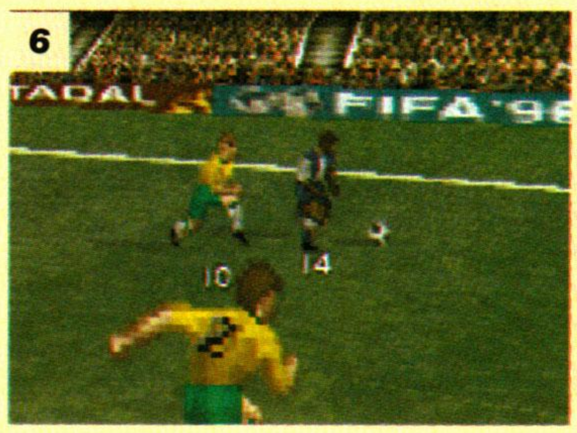
The camera is positioned above the corner post halfway up the stadium, giving a high diagonal viewpoint. This initially odd view soon becomes very playable, as the angle is high enough above the pitch without becoming confusing. It still favours the up-field player, though.

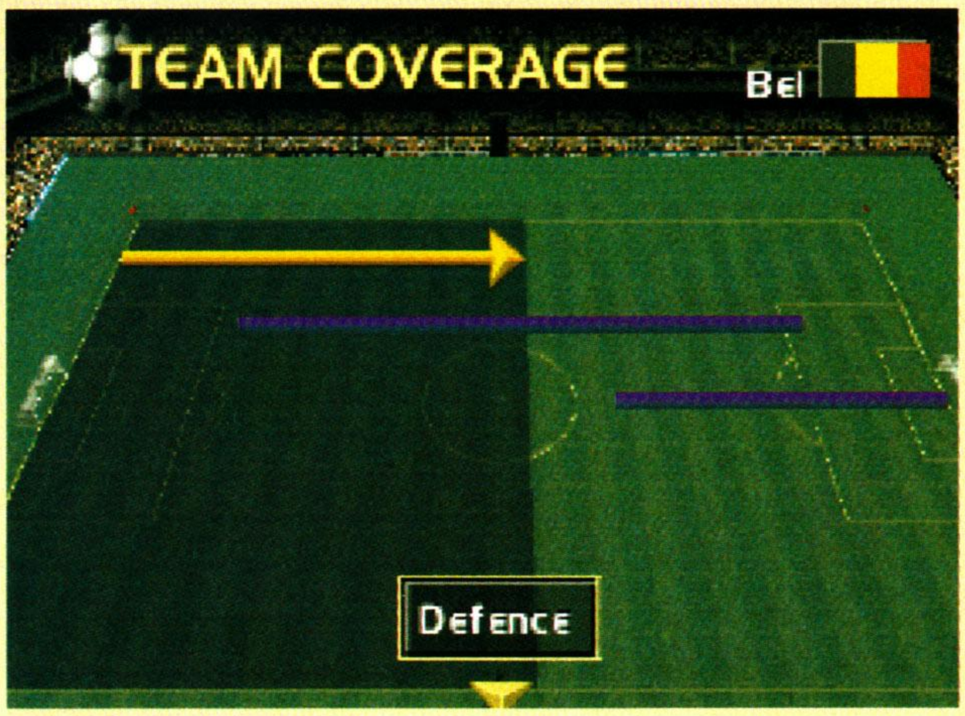
VIEW 6: SHOULDER CAM

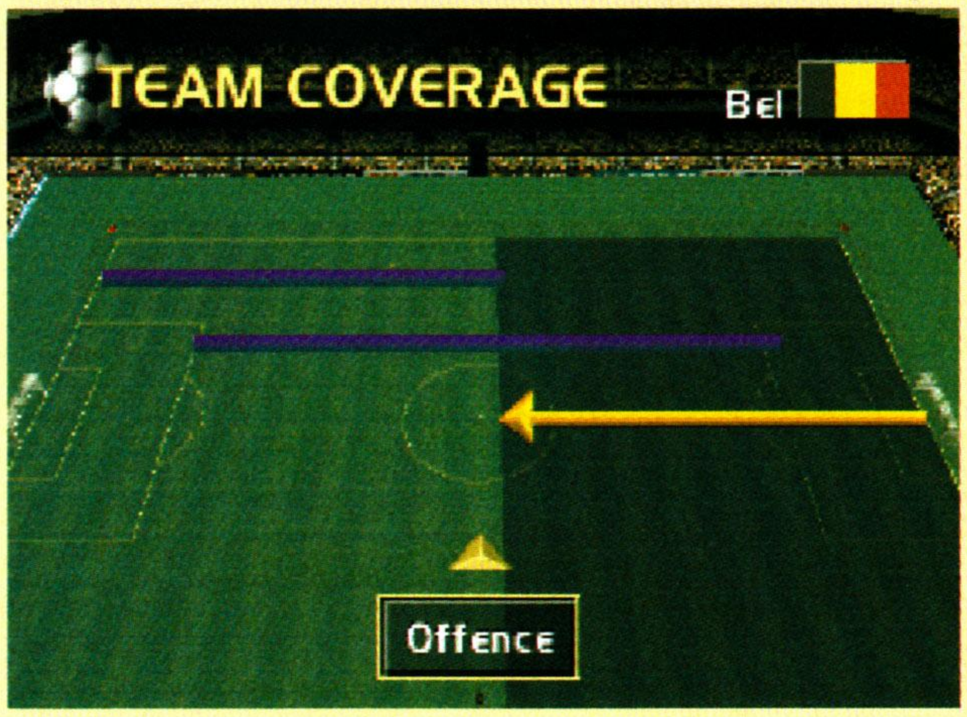
A lower version of the Stadium Cam, and one that gives less vision, but from the same corner post. Very difficult to judge distances and the availability of team-mates, especially when playing down the pitch. Very attractive sweeping angles, however.

VIEW 7: BALL CAM

As you might expect, this follows the action from the ball's perspective. Entertaining more than functional, as the camera has severe problems when the ball goes anywhere near the goal line of the up-field team. This causes severe confusion, and could lead to an accidental goal. Only really suitable for showing yet more beautifully panning camera shots. **MAXIMUM** recommends the Cable Cam for the finest in-game action.







Use SKILL and JUDGEMENT

SELECT THE CORRECT TEAM LINE-UP FOR YOU!

With the fantastic artificial intelligence of the computer players on your side, you can't lose!

TEAM COVERAGE

The in-depth options of this classic football game extend even to selecting a personal team line-up to suit your style of play. The first type of team formation that you can fiddle with is team coverage; which is an option to adjust the range of your defenders, midfield and attackers. Once the game begins, choose the team coverage option, and you are given a plan of the soccer pitch. From this screen, select one of the three types of player, and adjust accordingly.

THE DEFENCE

The defence is the most reliable type of player in your team, and the amount of pitch coverage they have is usually based on how the game is going after a goal is scored. The defence follows the usual recommendations that are part of a real game itself; you should push up your defence in an attempt to score a decisive goal, and hold them back if the game is going particularly well.

THE MIDFIELD

In FIFA '96, the midfield players are allowed a slightly more limited reign of the soccer pitch, and can be place anywhere between the two goalie's areas, or pushed anywhere up the field (and can even engage in a spot of goal-hanging if the mood takes them). The midfield is the useful backbone of your team, and this must be remembered when their coverage is being decided.

THE OFFENCE

The offence is by far and away the most versatile of your team, as they can be positioned anywhere at all across the whole length of the pitch. Their coverage should depend upon how the game is progressing; pushing them up the field to capitalise on a goal and routing an enfeebled opposition, or else held back to form a tough initial layer in an attempt to stop a rival goal in the closing minutes.

SELECT A TEAM STRATEGY AND DEVELOP YOUR ATTACK

Another great feature allows you to further define your strategy into one of six formations, thus adding even more depth to a serious competitor's gameplay. The team strategy feature is selectable from the options screen, and may be changed at any point during the game. The strategies available are None, Long Ball, All-Out Defence, Attack, Defend and All-Out Offence.

NONE

By selecting no team strategy whatsoever, your team simply plays the ball around the pitch with no cohesive plan for attacking or defending. Use this strategy when you are in a confident position, but are unsure of your opponent's plans. Then change strategy when your opponent makes a visible move that you can counter.

LONG BALL

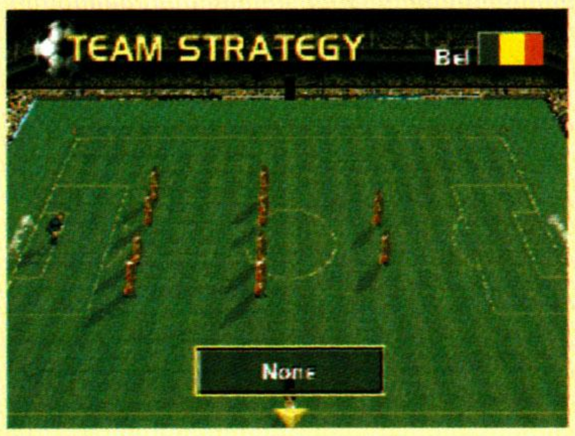
With the Long Ball team strategy, the computer players of your team try at every opportunity to hoof the ball upfield to a strong midfield who can then hopefully pass the ball to the attackers. Long passing is obviously the order of the day, and the Long Ball option should be employed when you need a fast goal.

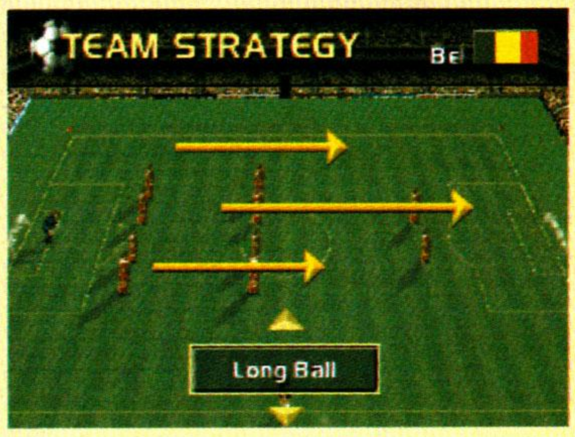
ALL-OUT DEFENCE

This moves your entire team back to defend your goal from the opposition. This is a great formation to use in the closing minutes of a game on an opponent who desperately needs to score. Only choose this strategy when you are assured of victory, as there is no way that your team can even attempt to score from this position.

ATTACK

A confident approach to football is the attacking strategy. Similar to the Long Ball approach, but with a greater emphasis on the Midfield rather than the Defence, this should be considered when your team is in a strong position having just scored, or determined to equalise. Shorter passes to the attackers make this a highly desirable strategy that works well.





DEFEND

Time to back-track down the pitch to defend that goal. This is useful when the scores are equal, but you have an outside chance to move the ball up-field as your players are not so tightly packed. Expect your computer players to pass-back until the whistle blows, with little expectations of scoring.

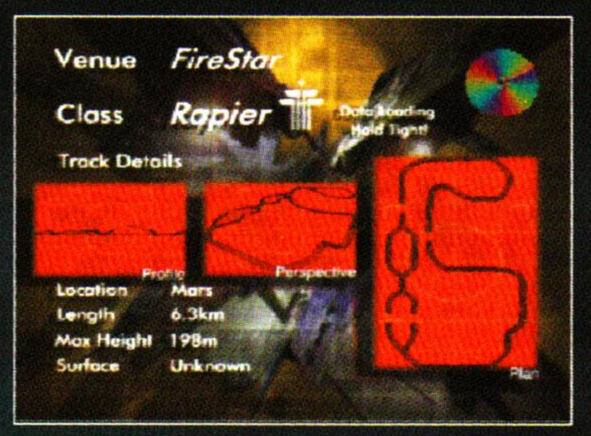
ALL-OUT OFFENCE

This pushes up all your team in a forceful attempt to score. Only employ this strategy when you are losing badly, as this leaves your goalkeeper horribly open to attack.

Roar into engine overload with the incredible RAPIER class WipeOut championship!!

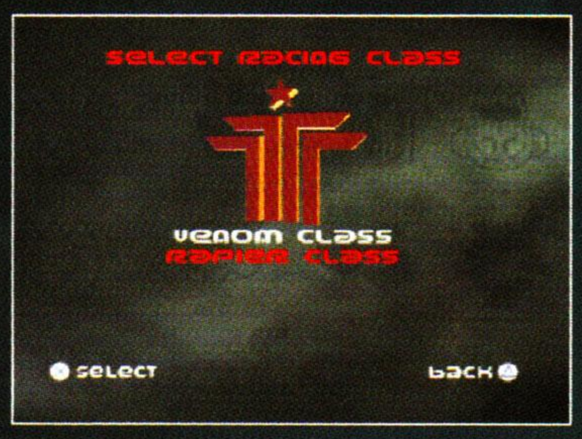
TIPS FOR THE TURBO START

When revving for the off, notice that when your acceleration button is pressed, your speed display bar goes red and fluctuates. It is the amount of revving that you give your sled that is the key to rocketing away from the pack after a particularly satisfying turbo start. To obtain one, gauge the amount of thrust you give your engines so that the red bar is aligned with the second line from the end on your speed display at the green light. The easiest way to achieve this is to start your acceleration when the amber light flashes on, or else in the middle of the announcer shouting "one!". If you can't get this to work, rev your engine to the third section from the right (on the rev gauge) and press the accelerate button continuously to keep it there, holding down when the race begins. Another good tip is to accelerate *as soon as you hear* "one!" but when you reach the third section from the right, let go momentarily and jam your button down after a tiny pause. The fast start is yours!



RAPIER CLASS: ACCESSING...

Load up your game as normal, and when the start-up screen appears, highlight 'one player'. Then press and hold down the following buttons: L2, R2, Left (on the d-pad), Start and Select. Next press X, and the Rapier class of ultra-fast sled action is at your disposal. This is very handy indeed if you complete Venom but don't own a memory card.



FIRESTAR TRACK: ACCESSING...

In a similar manner to the Rapier Class cheat, highlight 'one player' on the start-up screen. Then press and hold down the following buttons: L1, R1, Right (on the d-pad), Start, Square and Circle. Then with your third hand, press X, and you may now select the Red Dust Track of Firestar.

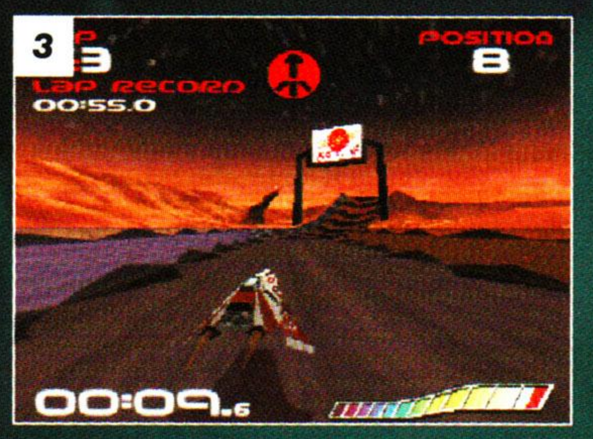
RACE RAGE ON RUGGED ROCKS!

FIRESTAR

The Firestar track is supposed to be a special reward for expert WipeOut players who can coast through the Venom class and successfully complete the high-speed trials of the game's fearsome Rapier Class.

Thanks to the cheat mode above, you do not need to go through the hard work now. Alternatively, you may have completed the game but you don't own a memory card - in which case, the cheat offers a way to return to the track quickly.

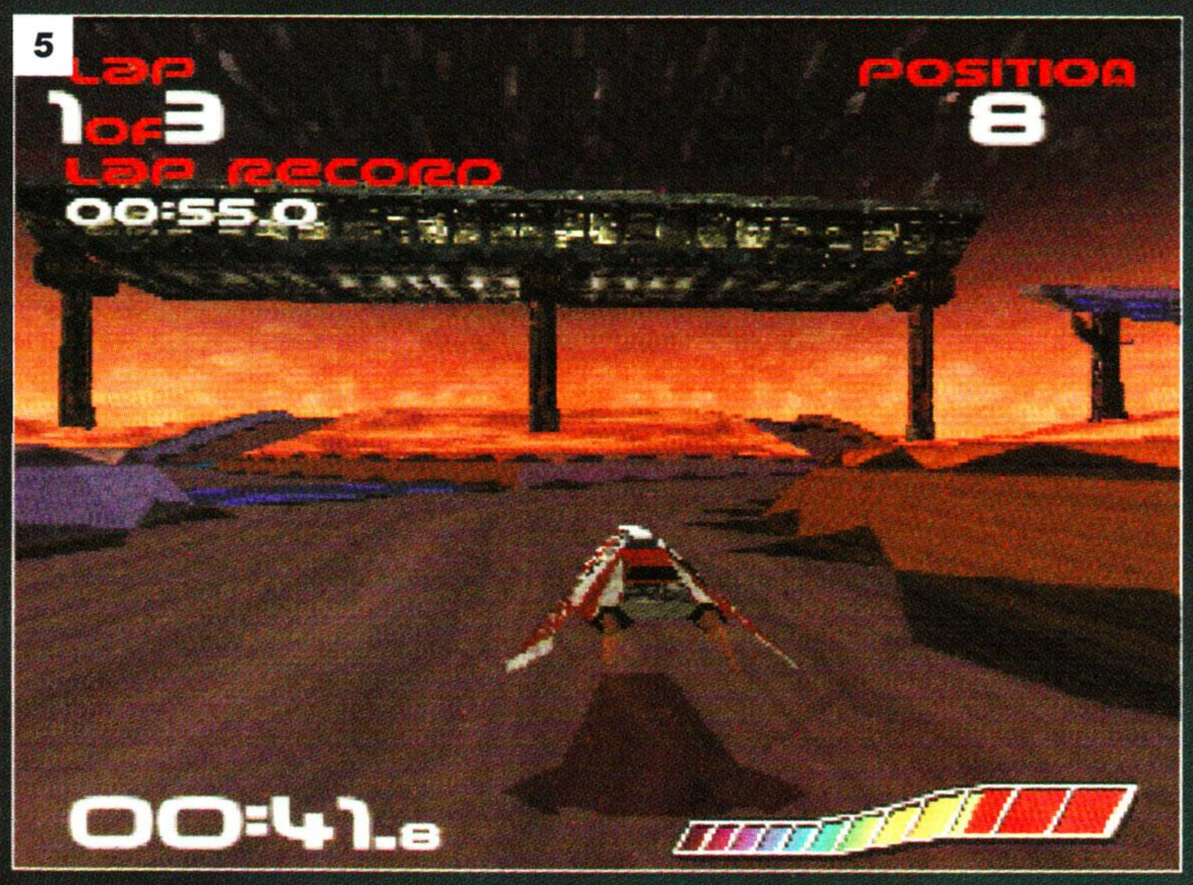
The secret track is set on the inhospitable surface of Mars itself, and as you can imagine, this course is tough, but not quite as demanding as Silverstream. On your race round the orange Mars track, initially line up for the left road at the first junction, as the right choice requires expert air braking (thus slowing you down). Once past here, hug the right side of the track in preparation for taking the left road at the second junction, as this choice provides you with an easier route and endows you with an extra power-up and speed boost.



Drift to the right before remaining central for the jump, and then swerve left, right and left again for speed-ups before centring for a small climb. Collect the speed-ups and the weapon before sharply turning right to avoid the bank. After the bend, avoid the speed-ups as they can cause loss of control, and follow the line of the weapon power-up which leads to more speed-ups. Skim through the weapon power-up zone (which plenty of time to restock with more appropriate ordinance), and when the shallow incline is reached, take the speed-ups and drift to the right. Then drift left and right, collecting speed ups and a weapon power-up, and finally steer to the right (for more speed) and to the left (for the same reason) before reaching the finishing line. Repeat this twice more, and victory will surely be yours.

Enter the secret code to warp straight to Firestar - WipeOut's hidden track!

WIPEOUT CLOSE-UP



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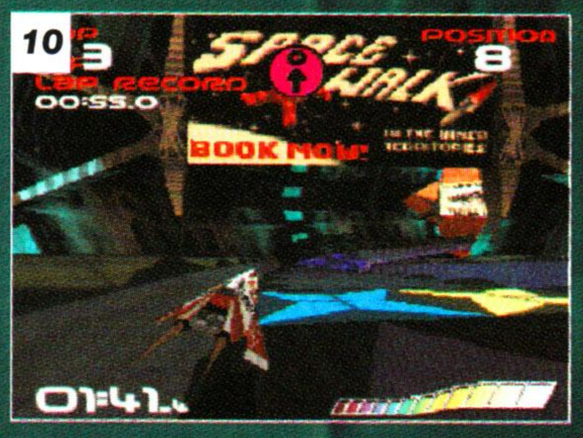

CAN YOU CONQUER THE DAUNTING CHALLENGE OF THE DEADLY FIRESTAR COURSE?

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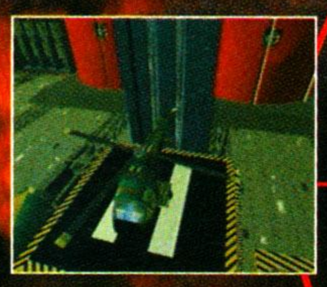

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Locate and add every Tekken boss character to your memory card's fighting roster!

Tekken, one of the most visually stunning polygon beat 'em ups to grace the new generation of consoles, has finally made it to these shores and not before time, as the fluid motion-captured movement, stunning texture-mapping and fantastic playability has ensured this game's continuing success from arcade to PlayStation. In fact, the PlayStation version is superior in many different ways to its coin-op big brother; containing many more additions and cheats to find, including options to play as any of the character bosses (from a choice of eight), the super-boss Heihachi, and the ultra-secret hyper-boss, the mysterious Devil Kazuya. To celebrate the official release of this awe-some title, **MAXIMUM** has decided to reveal all the major Tekken secrets for your heightened gaming pleasure...

HEIHACHI MISHIMA - *"I will crush all pretenders to the Mishima throne!"*

International 'business man' and organiser of the Iron Fist tournament, Heihachi is a formidable force to be reckoned with. His personal goal is to defeat all he deems worthy to face him (and especially Kazuya who has become a considerable thorn in his side) and to prove that his combat prowess is akin to his business acumen. He is also secretly troubled by recent nightmares involving a demon in the guise of his hated son, Kazuya.

SELECTING HEIHACHI

Heihachi becomes selectable once you have completed the game without continuing (and preferably with a time of less than 5:30). Note that you do not need to defeat all the sub-bosses to access Heihachi.

DUAL GALAGA CRAFT

This allows you to automatically start the Galaga loading screen with dual ships. To effectuate this, simply press and hold U (d-pad), L1 (shoulder but-ton), Triangle and X on control pad two while the PlayStation is powering up.

EASIER CHARACTER CONTROL

For simple access to throws and more complex moves (such as the ten-hit combos), change your controller configuration to preset 3. This will enable your shoulder buttons to be set as as two button presses (for example, L2 = LK + RK) which can add substantially to your character's fighting ability.

NAMES LIST IN ARCADE MODE

To bring up a list of character names in Arcade mode instead of the charac-ter heads, press and hold L1 and R1 (shoulder buttons) and select Arcade mode at the title screen. A list of character names will then appear (includ-ing any bosses you are able to control) in a similar layout to the Verses mode character select screen.

THE SUB BOSSES

Each character in Tekken has their own personal boss, collectively known as the sub-bosses. The method for selecting a playable boss is easy; you must defeat the particular boss plus Heihachi, and after this the sub-boss becomes available in both Arcade and Versus modes.

PlayStation

Use this guide to unearth Devil Kazuya - the hyper-boss character even Sony do not know about!

DEVIL KAZUYA *- The looming spectre of hate!*

Nothing is known about this mysterious fighter, except for the hidden knowledge that Heihachi possesses. This super-creature is Heihachi's nemesis, an ethereal being constructed by hate and fear and a channel for Kazuya's vengeful psyche. Note: on the packaging of Tekken, Sony make reference to "17" fighters in total - obviously they don't know about Devil Kazuya!

SELECTING DEVIL KAZUYA

This ultra-secret character is extremely difficult to select. He becomes available after defeating the eight levels of Galaga with a minimum of one continue. The easiest way to accomplish this feat is to clear the initial stage in 18.5 seconds or less, after which a dual craft is awarded. After this, keep to a tight pattern and the fabled Devil will be at your disposal! Please also note that this cheat will not work if you begin Galaga with dual ships. Devil Kazuya is only selectable in Arcade mode (not Versus mode), and is chosen by highlighting Kazuya and pressing Start.

The ultimate PlayStation fighting title has finally been granted an official release!

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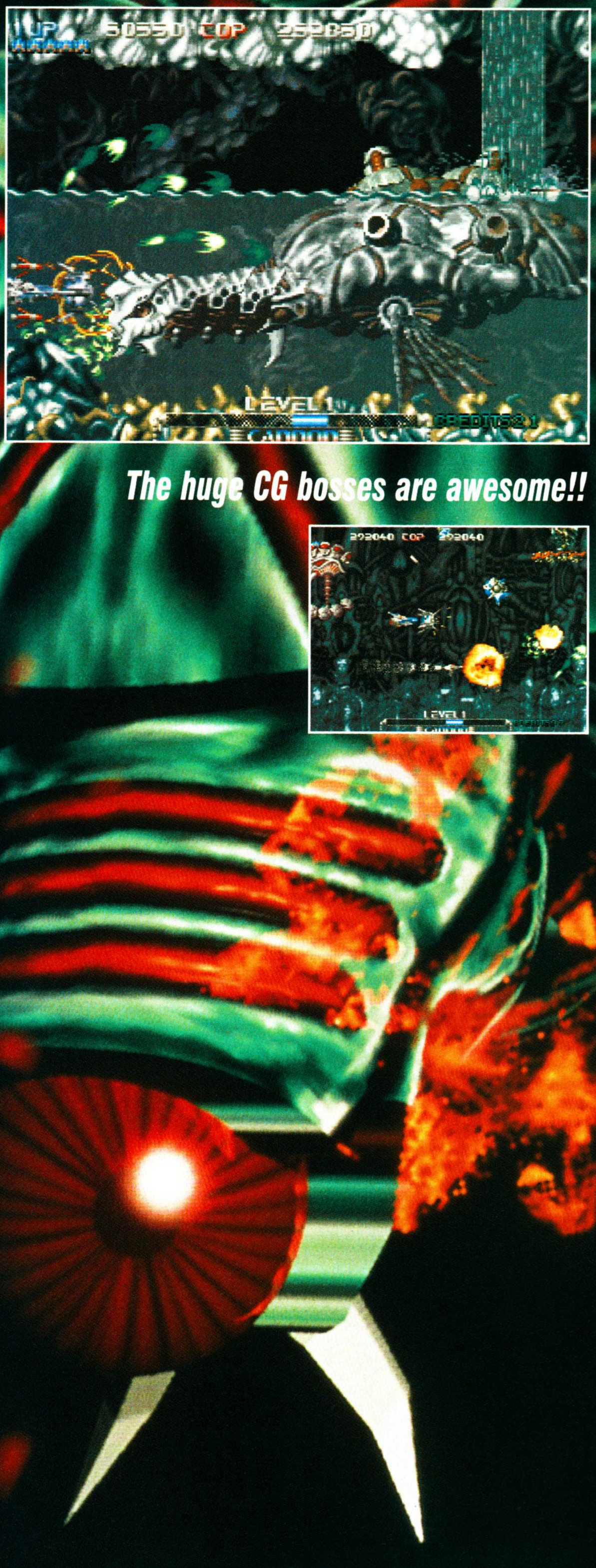


Classic shooting gameplay and awesome graphics make Pulstar an instant success !!

Being an arcade-based system, games for the Neo Geo tend to take the form of top-grossing sprite-based beat 'em ups, involving enormous muscle-men performing the likes of fireballs, dragon punches et al. Thankfully, the latest top-notch product to arrive on the system harkens back to happier days of arcade gaming. Let's make no bones about it whatsoever - Pulstar is basically a 1995 rendition of Irem's classic R-Type.

Admitedly, the game does benefit from 1995 technology. The Neo Geo system is a lot more powerful than the original Irem JAMMA board and this has allowed the programmers to create a far richer environment for 1995 arcade goers. As well as having more sprites and more colour to play with, Aicom (the game's developers) have used state-of-the-art rendering technology to create the graphical look of the game. Although Pulstar borrows heavily from the Irem blaster in terms of bio-mechanical enemies and what-have-you, the graphics are worlds apart from has been seen before with incredibly animated enemy sprites and jaw-dropping bosses.

If for some reason you haven't played R-Type before, here's a quick run-down of what to expect from Pulstar. You're in command of a small one-man fighter and your aim is to progress through eight stages of blasting, using power-up canisters to bolster your ship's pretty pathetic firepower. The likes of reflecting lasers and homing missiles are available for use, and it's also possible to fire off an incredibly powerful beam laser by holding down your fire button and releasing it after it has charged up.

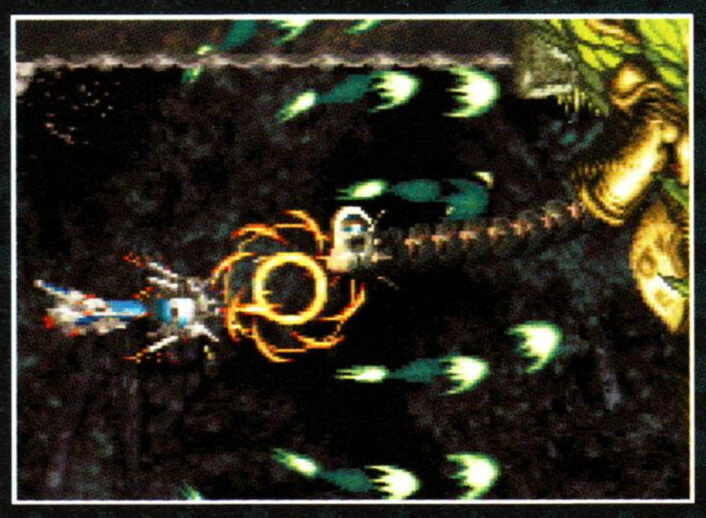
In fact, it has to be said that the last paragraph is as applicable to R-Type as it is to Pulstar, however there are small differences (aside from the graphics) which make this far superior to the aged arcade classic. More of this you shall discover as you read on...

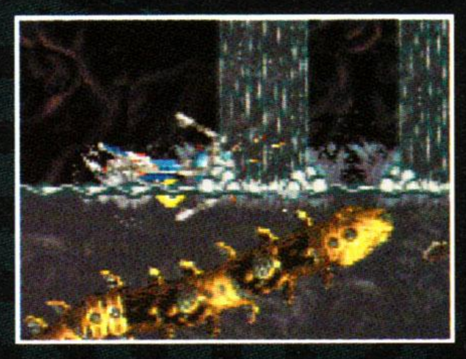
The huge CG bosses are awesome!!

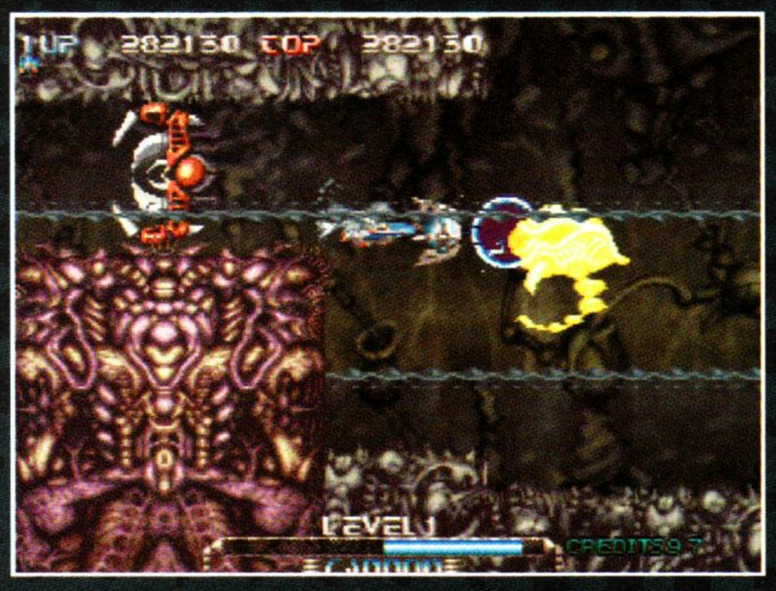
Immerse yourself in the exciting shooting action and high-level challenge that awaits!

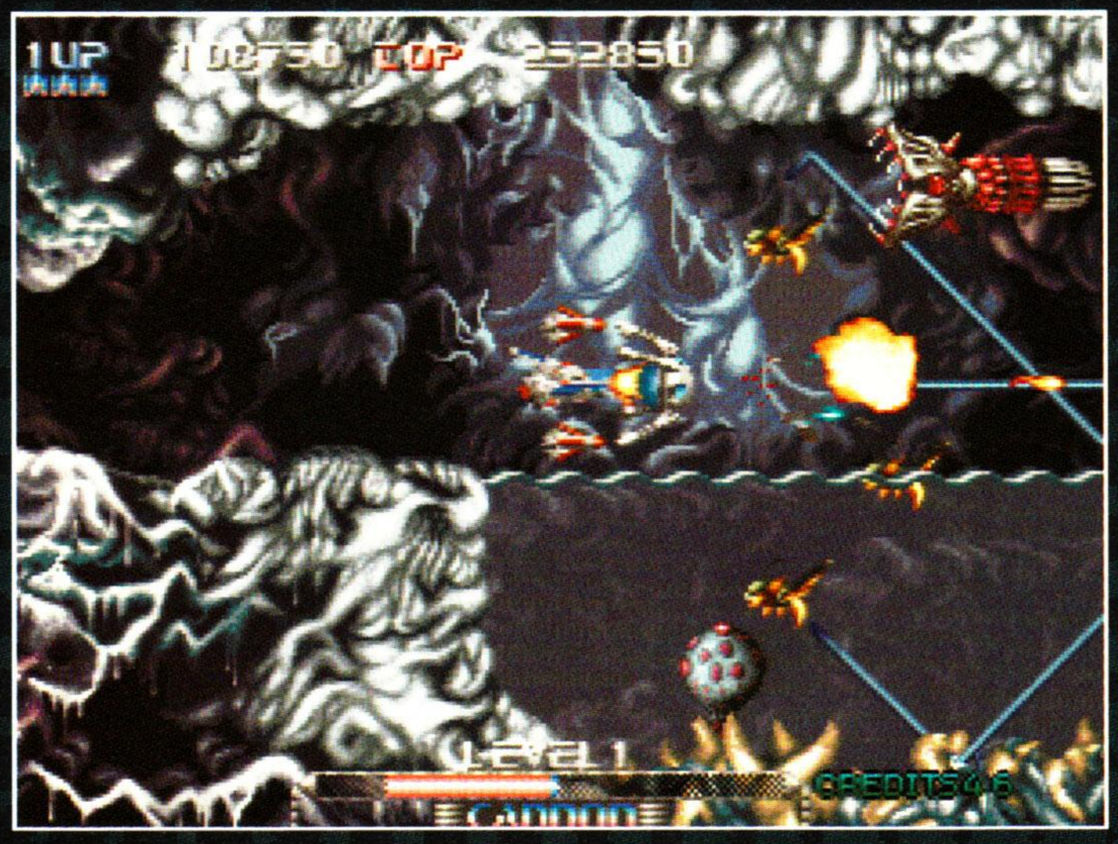
Power-up and protect the PULSTAR space craft with the VOYAGER weapons system

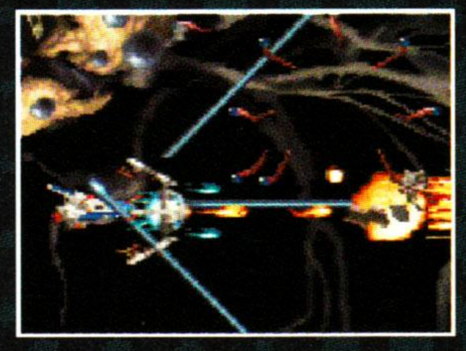
Any one who has seen The Force in action in Irem's R-Type will be instantly at home with the Voyager pod seen in Pulstar. Unlike your ship, Voyager happens to be indestructible, being able to absorb a great deal of the bullets the enemy sprites sending flying in your direction. You need to be careful to avoid the more powerful forms of energy weapon that larger ships and bosses send at you, because these have an annoying tendency to fly through the Voyager and destroy your craft. It is possible to detach the Voyager, but if you do this, it explodes suddenly (the exact type of conflagration depends on the current power-up weapons installed). On the plus side, it takes out just about anything (and heavily dents a boss). On the minus side, it means you miss out on the protective qualities the Voyager possesses once the short spell of invincibility you gain from the manouevre is over.

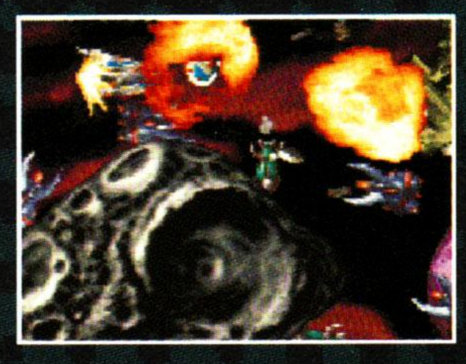












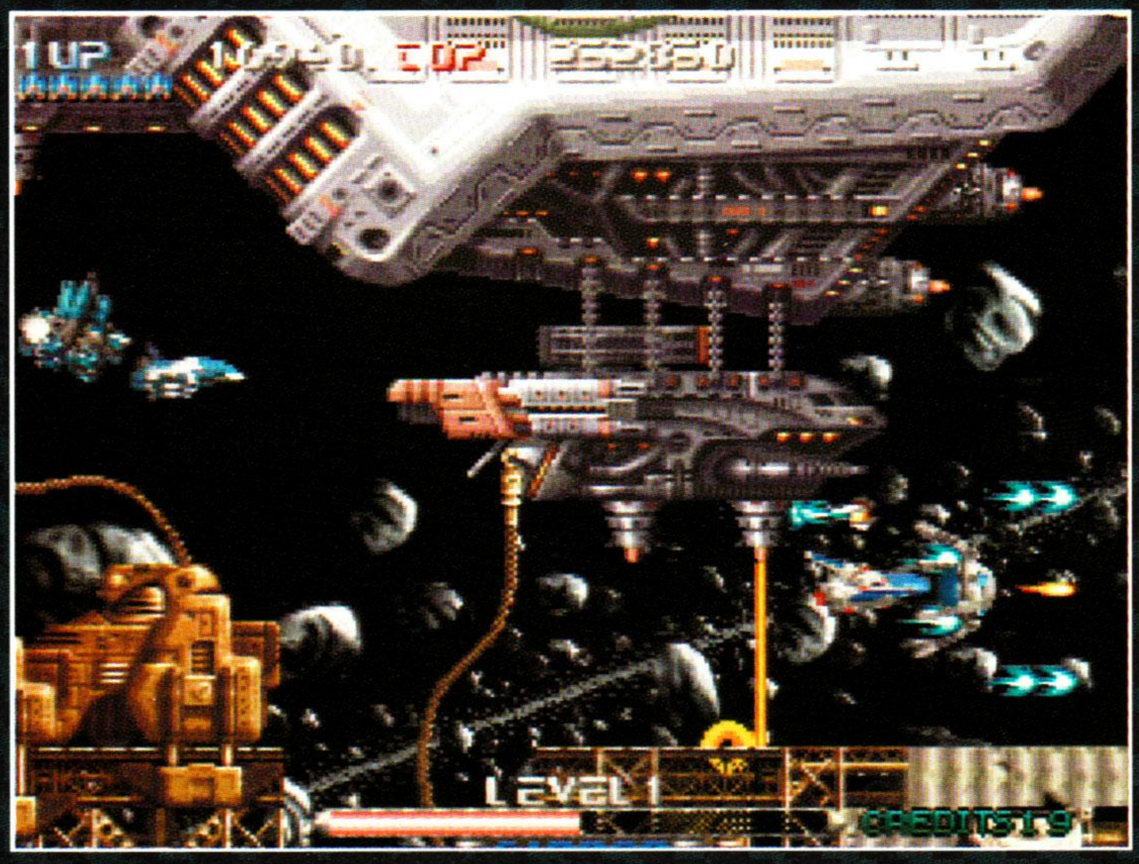
THE VOYAGER CAN DESTROY *certain enemies on contact and also absorb small bullets but it cannot stop everything so some care is required. As a rule avoid any enemy weapon that is larger than your ship!*

Blast off into the UNKNOWN and destroy the marauding ENEMY menace!!

THE ULTIMATE IN SIDEWAYS SCROLLING FIREPOWER!! COLLECT POWER-UP PODS TO BOOST YOUR SHIP'S OFFENSIVE CAPABILITIES AND BLAST THOSE ALIEN MUTHAS INTO THE MIDDLE OF NEXT WEEK!!

Collect the Eo pods and triple your firepower!

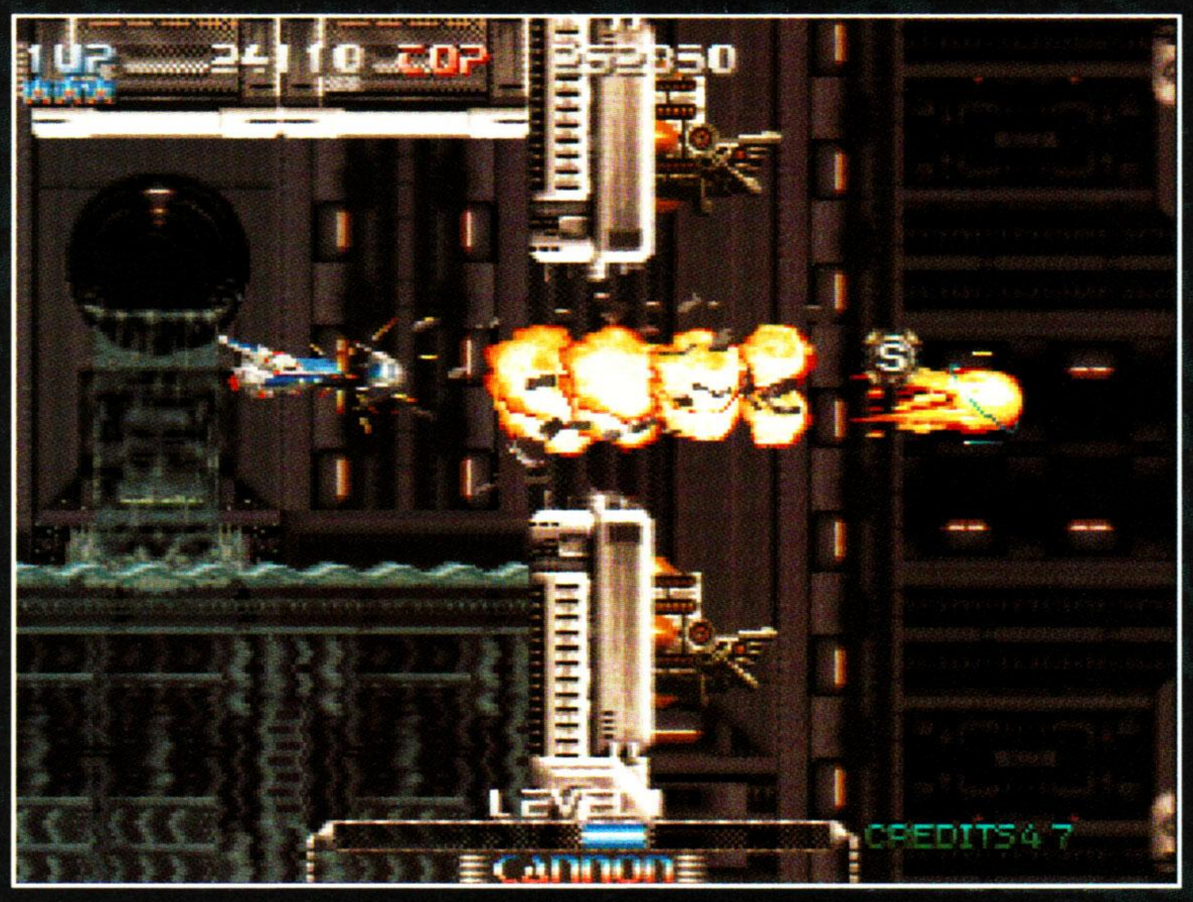
Just like the Voyager, the Eo side-cannons are extra pods you can add to your ship. And again, they are totally indestructable, meaning that you can absorb some forms of enemy fire with them and use them to ram into enemy sprites. You can aim the cannons by moving in the opposite direction. Move down to point the cannon up, right to point it left - you get the idea. This might sound clumsy, but it means that you have excellent protection from enemy sprites that might somehow get behind you. It's also excellent for destroying targets in difficult positions that you wouldn't ordinarily be able to reach. Using the B button, you can lock the cannons into position, making them even more versatile. It's possible to mount two Eos onto your ship - one above and one below.



ONLY THE EO *enables you to fire backwards and this comes in handy on level four when a large alien spaceship attacks from behind! Aim the Eo at the ship laser turrets that line the underside of the enemy craft and either shoot or move the Eo into contact with them.*

Choose from two fire options: Save or Repeat! Master both firing techniques to survive

Whilst most blasters rely on you banging away on the fire button to achieve maximum carnage, Pulstar instead opts for a more intelligent system. You can still bang away on the buttons and this does reap some rewards - this causes the repeat bar to gain energy which in turn causes your bullets to cover a wider area. Laying off the fire-power and holding down the button causes the save bar to rise. Let go of it any time to release a concentrated burst of beam laser power, but the longer you hold it down for, the more powerful the eventual blast.



Eight powerful weapons systems to collect!!

THE PULSTAR IS ONE OF THE MOST VERSATILE, POWERFUL CRAFT EVER SEEN IN A SHOOTING GAME. AND BELOW YOU'LL FIND A COMPLETE LIST OF ALL THE DEADLY ARMAMENTS THAT YOU CAN ADD TO IT.

● FLIP LASER

This is the basic kind of reflective laser we have seen before in R-Type. This sends out a fair few laser beams that reflect off the scenery until they hit an enemy. This isn't amazingly powerful, but it's good for reaching difficult places and is exceptionally devastating against the basic enemy sprites.

● RING LASER

This weapon fires a concentrated burst of laser fire ahead of the Pulstar craft. The lasers are quite distinctive in that they are surrounded by plasma rings (hence the name). The weapon has a very slow refresh rate and doesn't cover a huge area, but in its favour, it happens to be quite powerful.

● SPREAD BEAM

This happens to be one of the most useful power-ups in the game. It may not have the sheer power of the ring laser, but it has a range that is unmatched by any of the other power-up weapons you find in the game. Use this weapon in conjunction with repeat fire to gain an even greater range.

● HOMING LASER

The computer chooses what it considers to be the best target and then the laser is fired off, shooting through walls if need be to strike at its target. Occasionally, the computer's choice of target isn't all it could've been, but otherwise a decent weapon that comes into its own on level four.

● BREAK LASER

Like the spread beam, the break laser thrives on the repeat gauge, so keep hammering the fire button to get this weapon to its full intensity. Surrouding the craft with red charged plasma, the break laser is great defence against the marauding legions of enemy sprites that await in this game...

● HOMING MISSILE

This is more like the homing missile we all know and love. Although it is probably more powerful than the tracking laser, it doesn't have much of a range, meaning that it is best reserved for mid-range battles. This isn't really one of the best weapons in the game, but in a close quarters fight, it does have its uses..

● SPREAD BOMB

Noted as being one of the most powerful forms of offense open to Pulstar pilots, the spread bomb is a high yield explosive which can be directed in four different directions. Once the bomb strikes an opponent or the scenery, it continues to explode, taking out anything that gets near.

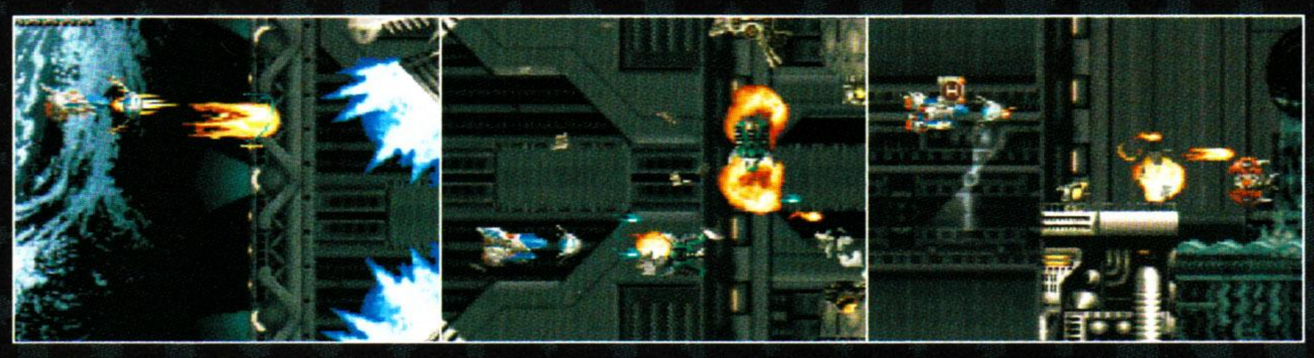
● PHOTON MISSILE

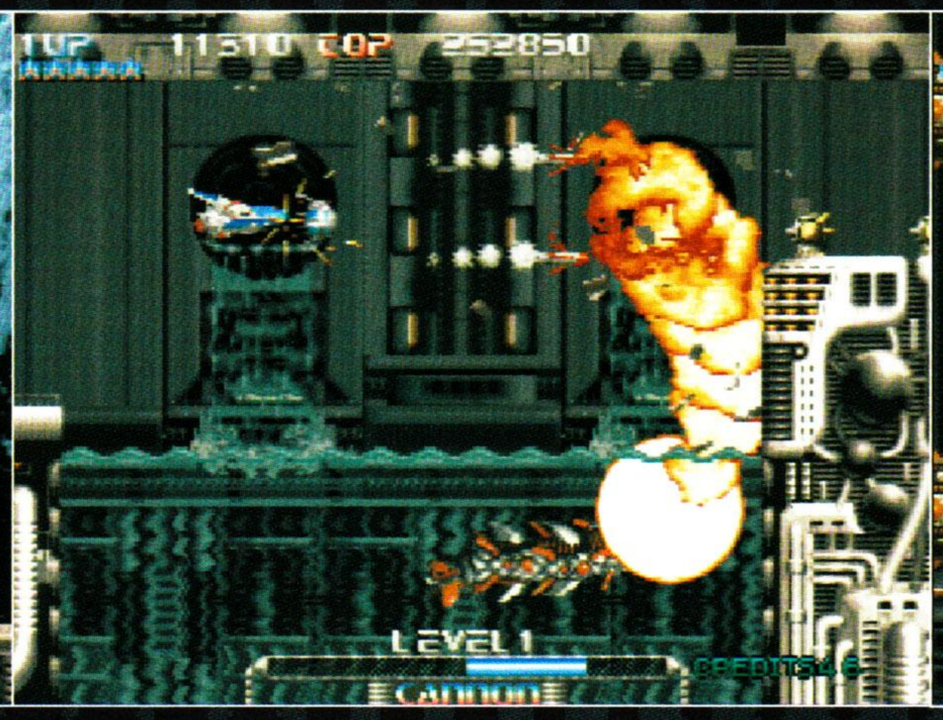
A force designed basically to aid you in taking out the enemy bosses. This doesn't waste energy with anything fancy like tracking an enemy. Instead, it's fired directly forwards and explodes with a devastating force. Clumsy to use and difficult to use in the levels, but effective against larger creatures.

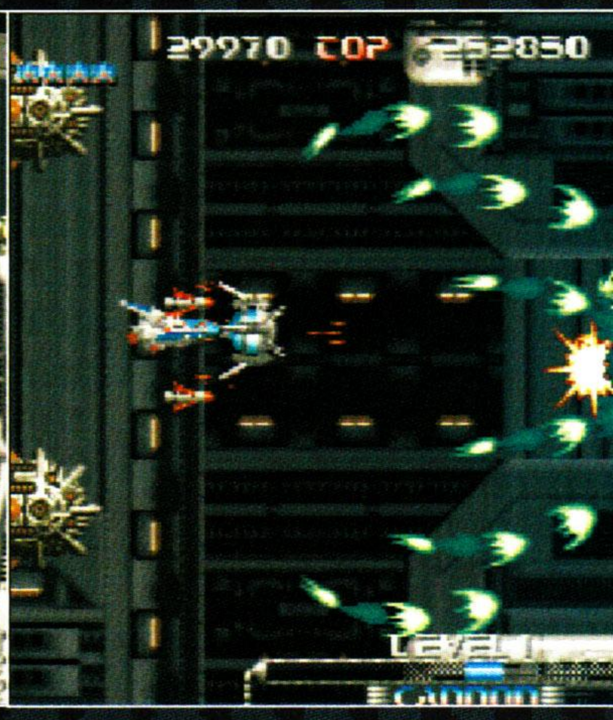
READY yourself for the 2D sideways scrolling BLASTER of the year!!

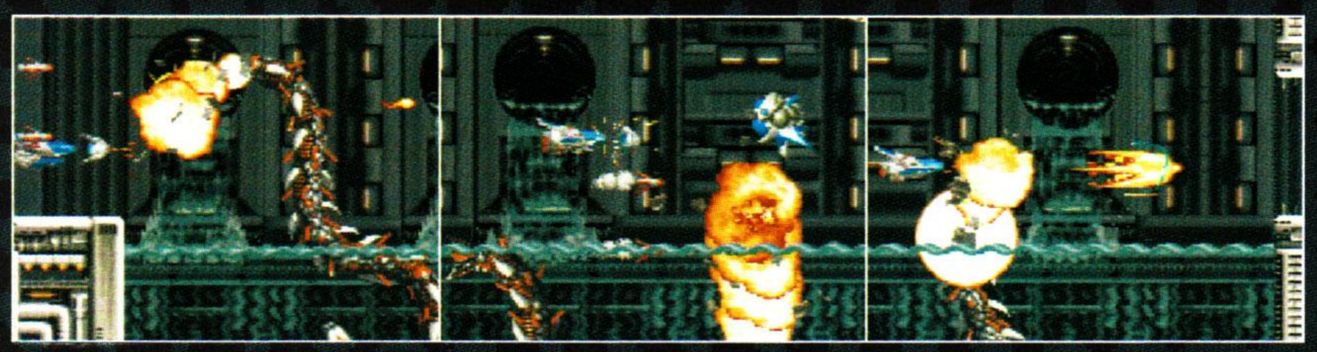
1. THE CAMPAIGN BEGINS! DESTROY THE ALIEN INVADERS!

A huge alien mothership is in orbit around Earth. Destroy the space scum with a surprise attack before they can launch their fighters. Blast the mother-ships propulsion system with saved shots then enter the space craft to annihilate the alien task force. The small Zako fighters can be disposed of with repeat firing but one carefully aimed saved shot should take them all out! This is only the beginning so don't lose your nerve!









2. METAL SNAKES RISE FROM THE DEPTHS!

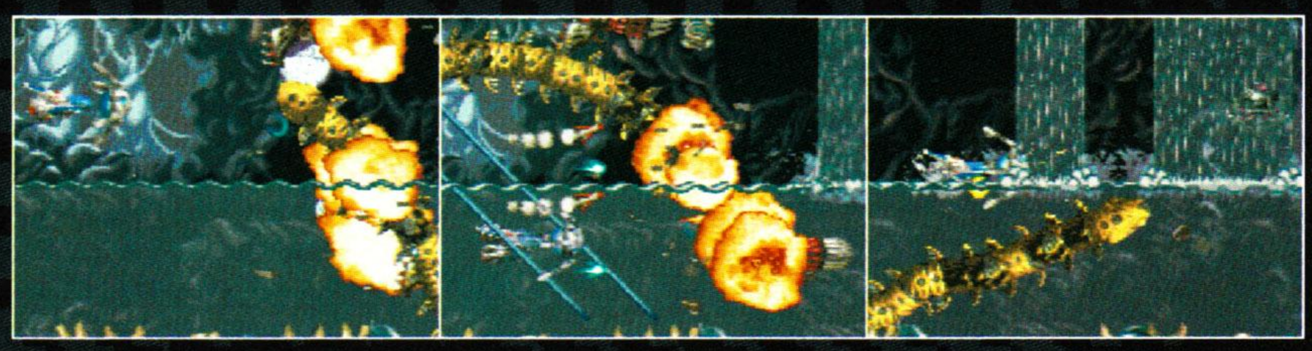
Mechanical snakes rise from the mothership's engine coolant and attack! Trying to down these tough critters with repeat firing takes forever so use saved shots and aim for the snake's head! Power-up pods hover nearby and provide the first mega weapon - the Spread Laser! Use this weapon fully charged to destroy the Zako hangers that cling to the vertical sections.

STAGE 2: BIO CAVE PLANET

Taking the form of a series of dark, dank caves, stage two is your first preview of the kind of narrow spaces and basic claustrophobia that you can expect to find much laster on in the game. Because your main cannons have limited use in a closed environment, this stage is really where you need to master the full extent of Eo's capabilities.

1. BIOLOGICAL BADDIES THAT MUST BE BLASTED!

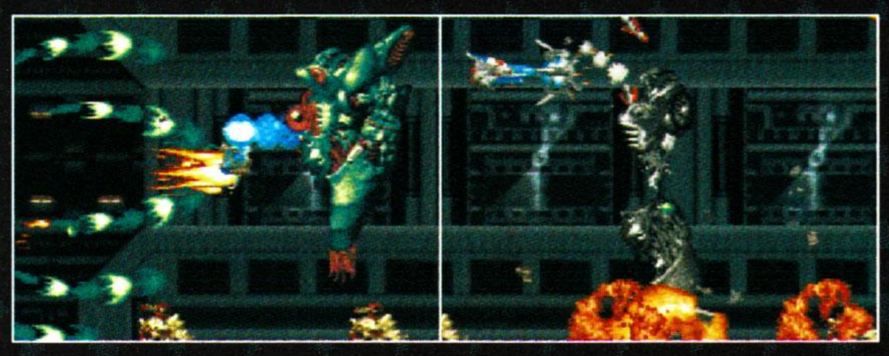
Whilst the first level tends to specialise in mechanical meanies, the next stage concentrates on biological opponents. Causing the most headaches are these bug-like creatures. Using the repeat shot isn't the best idea here - concentrate on saving up your energy for your beam lasers and try to down them with the minimum of fuss. Many can appear simultaneously, so beware!



STAGE 1: FRONT LINE ON THE EARTH

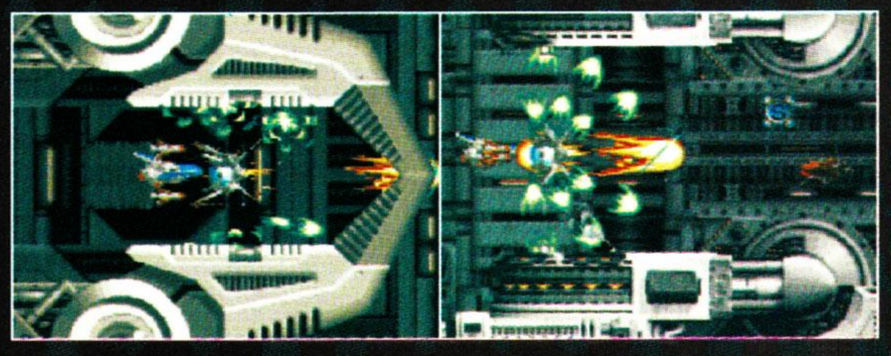
EXTENDED PLAY

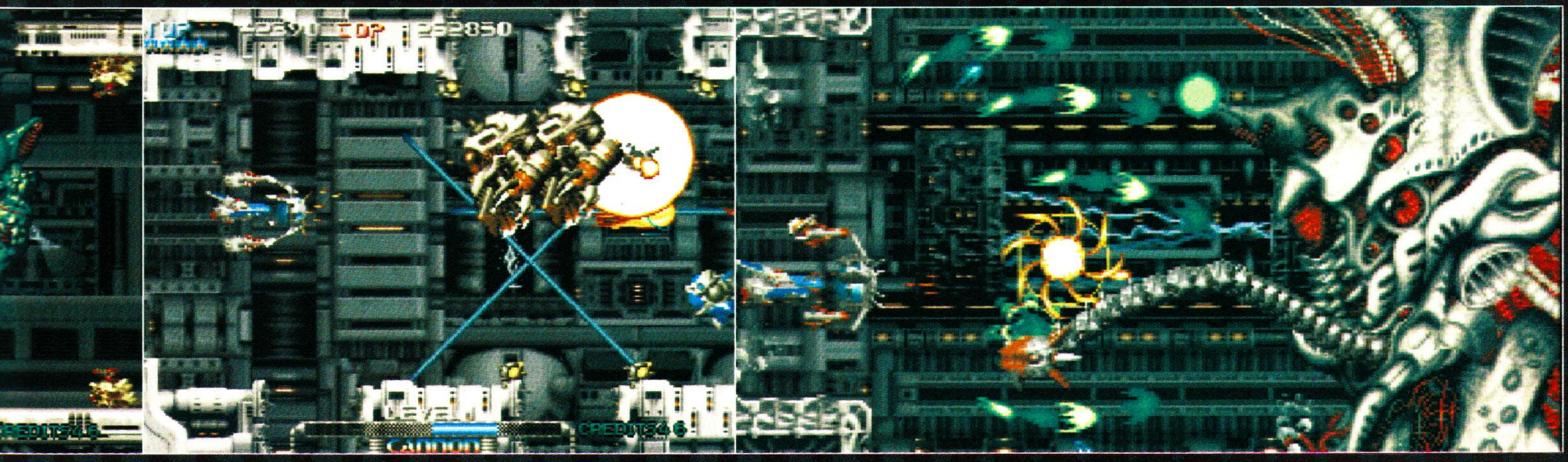
This first level is not too difficult, and even shooting game novices should have absolutely no trouble in taking down the numerous enemy sprites (Zako) and felling the huge boss at the end of the stage. The level basically allows you to get to grips with the various forms of power-up weaponry at your disposal and it is also useful in mastering the intricacies of the Voyager.

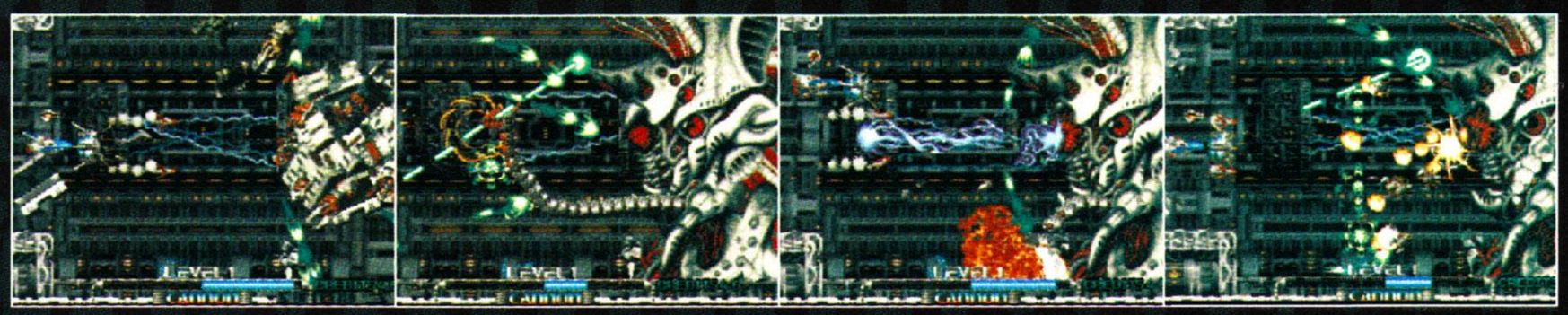


3. BLAST THE MID-BOSS

The mid-boss commander is easily finished off with three blasts of the Spread Laser but keep an eye on the Zako that cling to the walls. The mid-boss has a surprise homing laser that can turns at right angles so stay alert! Use a saved shot on the gate ahead.





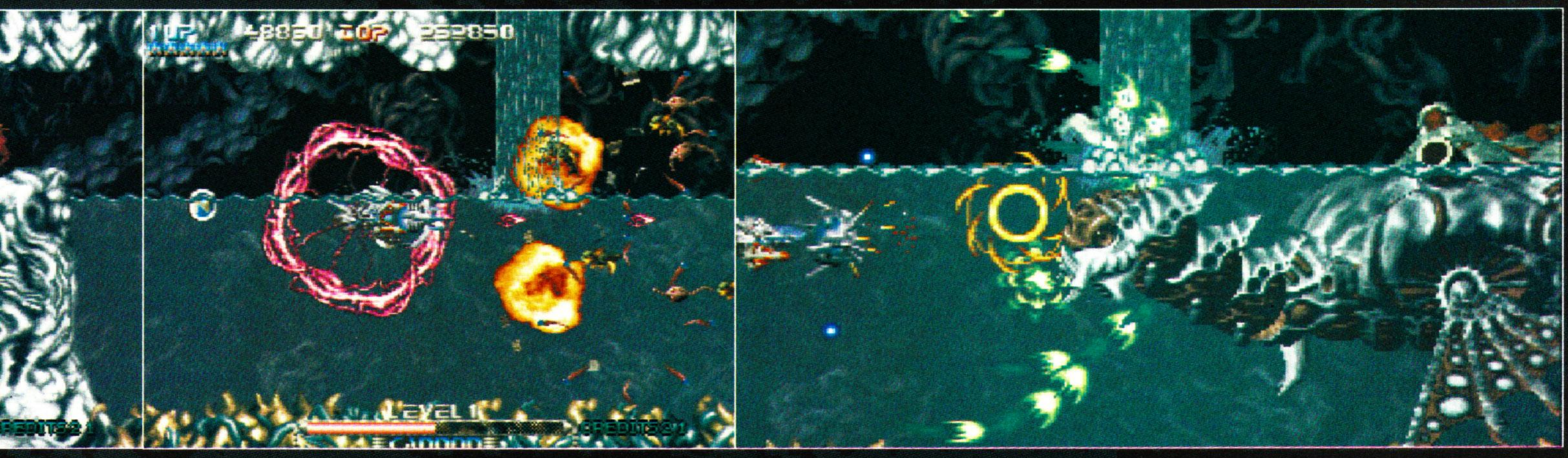


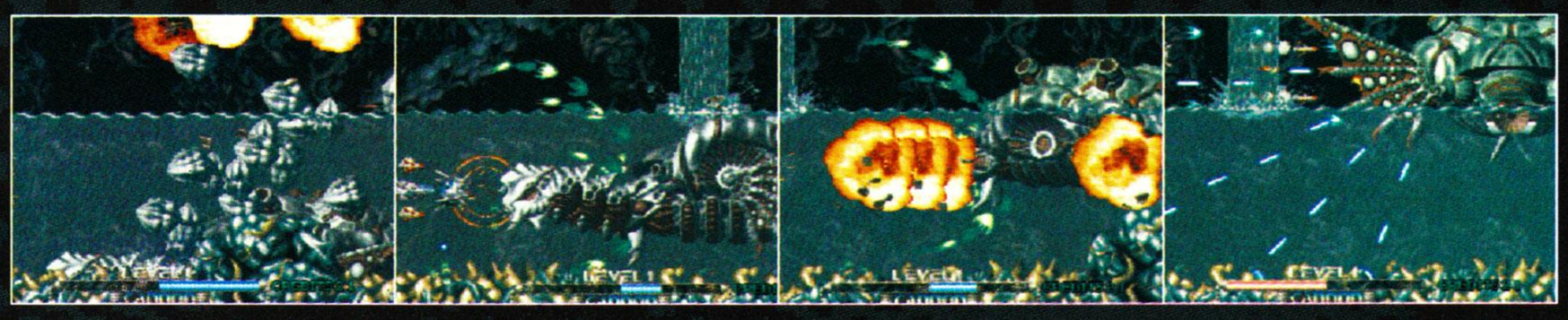
4. THE FIRST SUPER BOSS "NATSUMI"

The first boss has revealed itself! Blast the tentacle with saved shots and watch out for its green head laser. With the tentacle out of the way, focus your attack on the central eye with saved shots. This eye fires a massive laser but simple up/down movements should keep you out of harm's way.

2. THE AQUA ENEMIES HAVE STRONG ENDURANCE POWERS!

Spder crabs and yellow snakes attack from above and below so use plenty of saved shots and you might make it through alive! The Ring Laser can be collected on this level and is extremely useful against the Zako onslaught that appears before the end-of-level super boss. The Ring Laser isn't much use agaionst the super boss so exchange it with the Spread Laser that appears near the end of the Zako attack.





3. THE SECOND SUPER BOSS "GALA NAGA"

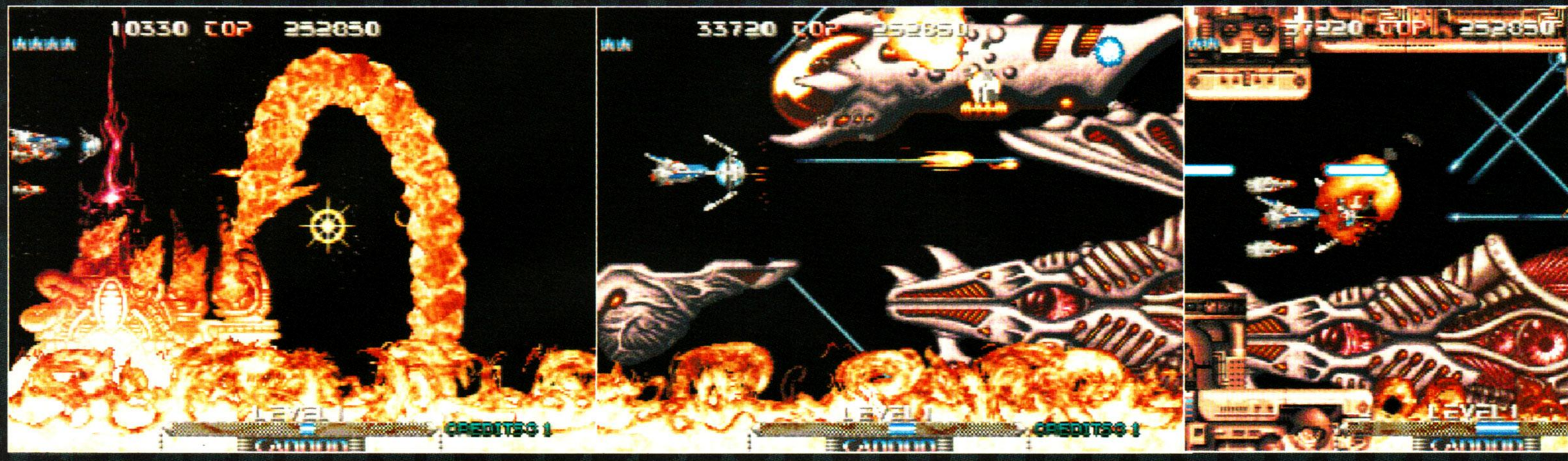
This gaint alien turtle attacks with bullets and laser rings from its brain! Position the Pulstar right in front of its head and use saved shots. The Voyager can absorb the bullets but not the laser rings so be careful! When the body starts to spin move to the lower left of the screen to avoid being crushed!

STAGE 3: THE NEBULUS FLAMES

Salamander, any one? This level is set on an unstable planet, which regularly erupts into flames without any notice whatsoever. Unlike the classic Konami game, the flaming loops do not harm you ship in the slightest - however, they do an excellent job of obscuring your view, slowing down your reactions to new threats by quite a large margin.

1. FIGHT FIRE WITH NUCLEAR LASERS!

The Pulstar is protected from the raging flames but they often obscure the enemy's bullets so skillful flying is required. Attack with both repeat firing and saved shots because some of the Zako are quite resilient. Plenty of power-up pods reside in this area so make sure you are fully tooled up for the alien battle-ship that is heading your way.



2. THE BIG ONE

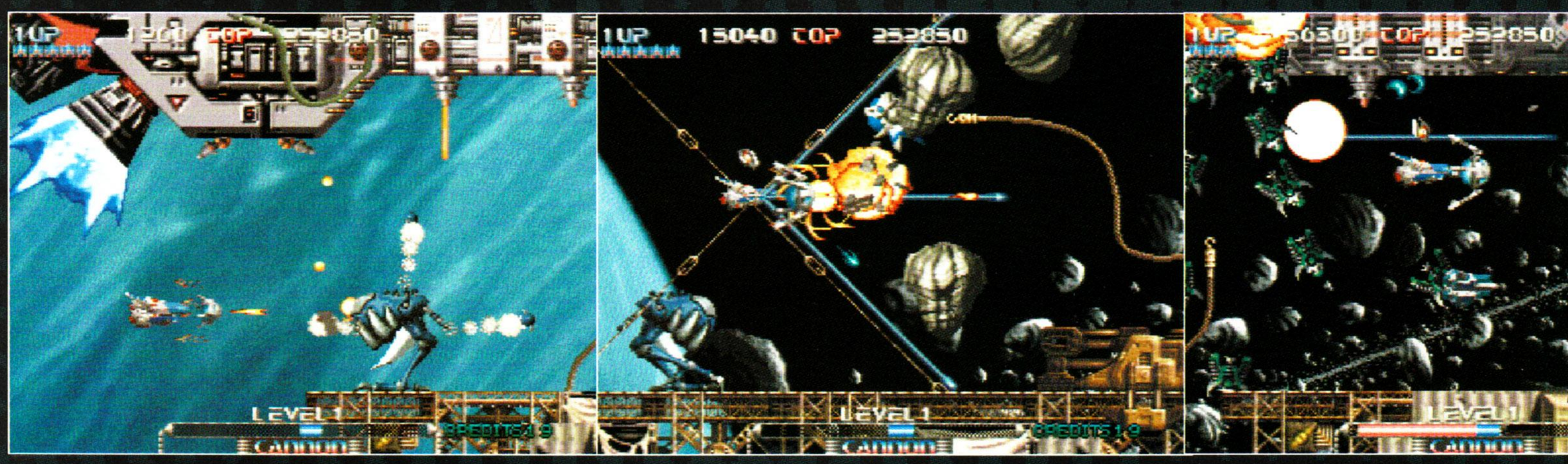
The aliens have called the Super boss "Kalbi" to attack the Earth! This gigantic star creature rises from the flames and is covered in living weapons that are best destroyed quickly.

3. EXPOSE THE CORE!

Use saved shots on the protective shells that cover the star creature's head. With these out of the way the creature will retreat. The head is still protected so make your way around the creature destroying its armaments that include lasers, machine guns and small Zako fighters!

1. ANOTHER GIANT BATTLESHIP!

Another huge alien construction is heading for Earth. This one is much tougher with wall cannons and guardian robots that are difficult to finish off. Use the Eo and saved shots and pay particular attantion to the beam lasers that block your route. The Voyager comes in handy here to ward off bullets as you power-up and position yourself for your next attack.

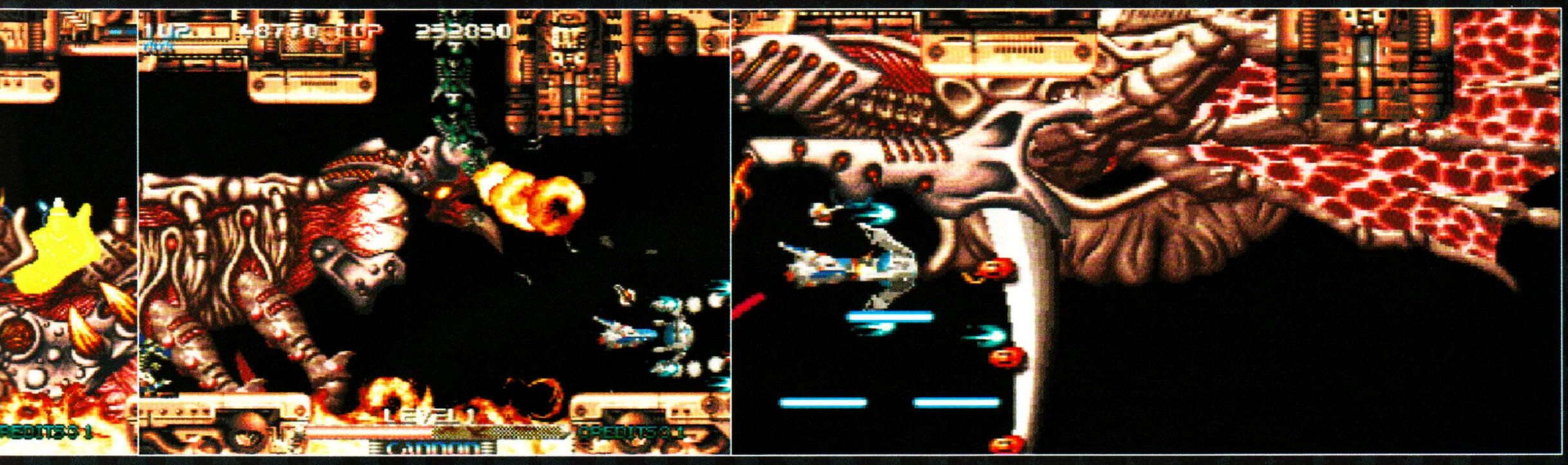


2. INTO A METEOR SHOWER

The mothership enters a meteor shower and continues the attack. Blast the meteors with continous fire then ready the Eo to blast the beam lasers when the mothership approaches from behind. The guns that you destoyed earlier have been replaced making it very hazardous. Carefully positioned attacks with the Eo and Voyager should see you through.

4. USE THE EO AGAINST THE DIFFICULT TO REACH FOES!

Four powerful laser cannons line run along the creatures neck and need to be destroyed as quickly as possible. Each laser turret requires three full power saved shots before they explode. This task is made more hazardous by plenty of small cannons on the walls. Lock the Eo into position and blow them away! The Eo also comes in handy against a stream of Zako and a giant pincer that guard the Zalbi's rear end!

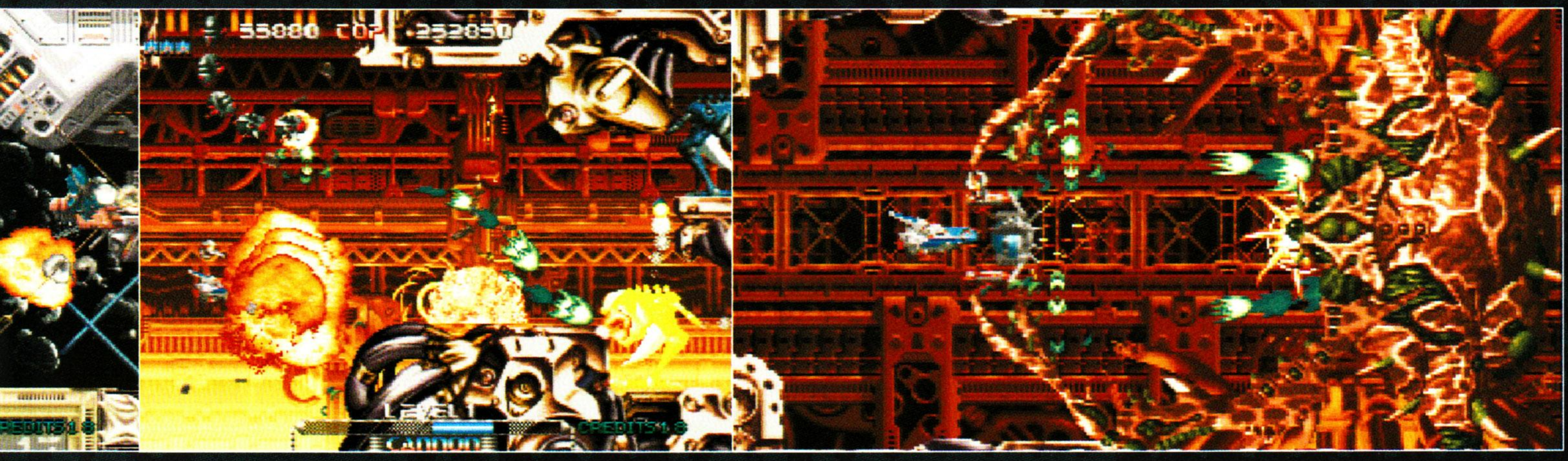


4. THE THIRD SUPER BOSS "KALBI"

When you've finally reached the front of the Kalbi you need to position the Pulstar as close to the bottom of the screen as possible and use a saved shot on the tentacle that appears below the Kalbi's head. Then concentrate your efforts on the core which has a protective covering. When the covering opens strike with saved shots whilst using up/down movements to avoid the Kalbi lasers.

STAGE 4: BATTLESHIPS AND BONES?

Again, Aicom have paid homage to R-Type with this particular stage. Just like the third stage from the Irem classic, this entire level is based around a giant spaceship, with you moving around the whole ship taking out vital points. Just like R-Type's stage, the enemy ship is constantly moving all of the time, meaning that sometimes you are squashed into a corner of the screen.



3. THE FOURTH SUPERBOSS "BARCDA"

A giant crab creature explodes from its shell and attacks! Stay in the center of the screen and use saved shots on the creature's face area. When it fires the turning lasers move slowly from the far left of the screen to the right. The Barcda has a charging attack that can be avoided be moving to the far left.

The BOSS fighters are now yours to command!! Surely they must WIN the tournament?!!

Let there be no doubt - the fighting action game for true masters has to be SNK's unparalleled King of Fighters '95 - the biggest, baddest, most action-packed slug fest yet realised on a home console. In just about every respect, this game is the business. The graphics, sound and gamplay are second to none, and although some of the CD loading is a mite obtrusive, it's otherwise totally faithful to the original SNK arcade machine.

In this close-up feature, we bring you the codes necessary for adding two extra boss characters to King of Fighters' already quite prodigious 24 character line-up. They are the unstoppable Rugal and Saisyu - the brainwashed member of the honourable Kusanagi clan, unwilling enslaved to the forces of darkness. With the aid of King of Fighters '95's stunning Team Edit option, you can now add the previously unselectable bosses to your own assembly of powerful fighters.

Of course, being **MAXIMUM** you can expect full coverage including a full moves list for the characters in question. What is worth noting is that all codes on these pages work for both the arcade game and the home CD conversion.

SAISYU KUSANAGI - FATHER OF KYO

Fighting Style - ***Classic Kusanagi school***
Age - ***50***
Height & Weight - ***177 cm, 68 kg***
Blood Type - ***B***
Interests - ***Fishing***
Food Favourites - ***Curry noodles***
Favourite Sport - ***Golf***
What is important to him - ***Pride in the Kusanagi family***
Dislikes - ***Heights***

As you might have gathered from the name of this boss character, Saisyu is actually Kyo's father, who has been captured and brainwashed by the master of evil - Rugal! Such is the level of his conditioning, that not even Kyo can bring him out of his trance - Rugal has brought his aggression to the fore, letting it overcome his new slave. As you might imagine, he uses techniques of the Kusanagi school, similar in style to Kyo. However, being a boss character you can expect him to be far more powerful. Saisyu specialises in mid-level attacks and combinations, making him notoriously difficult to defend against effectively. When facing the CPU-controlled Saisyu, special tactics are needed to successfully defeat him - he is especially gifted at long-range attacks, which can drain you energy at a frightening rate. It has been discovered that the odd lucky jumping attack is quite effective in taking Saisyu down.

KYO'S FATHER *has many powerful mid-level techniques and a solid defence making him a very strong fighter. Good players should soon master his death blow and enemy annihilation will be quick to follow.*

THE POWER OF OROCHI *is capable of producing many fiery techniques. Saisyo is an ideal character for those who enjoy playing Kyo or Iori. In fact, why don't you have a team of all three Orochi warriors and bore the pants off your opponents!*

KUSANAGI'S FIGHTING TECHNIQUES	
SPECIAL MOVES	
BLOW FROM THE DARK	↓↘→ + A or C
DEVIL'S BURN (ONI-YAKI)	→↓↘ + A or C
DIVINE INSPIRATION (KAMIGAKARI)	→↘↓↙← + A or C
SUPER DEATH BLOW	
GREAT DIVINE INSPIRATION	↓↙←↙↓↘→ + C

OMEGA RUGAL - THE DARK POWER

Fighting Style - ***Master of various techniques***
Age - ***?***
Height & Weight - ***197 cm, 103 kg***
Blood Type - ***?***
Interests - ***Conquering the world***
Food Favourites - ***No likes nor dislikes***
Favourite Sport - ***Can do anything***
What is important to him - ***An evil heart***
Dislikes - ***Justice, people who get in his way***

Rugal Bernstein has accrued a great deal of personal power in this sequel, having studied the dark arts of the Orochi - this was used against him in the past, resulting in the loss of one of his eyes. Now the power serves him, making Rugal one of the strongest, most relentless fighters in existence. He is responsible for resurrecting and enslaving Kyo's father, Saisyu, although he did this more for his own personal amusement than in proving how powerful he was. Arrogant and self-obsessed, Rugal is staging this year's King of Fighters tournament to regain personal honour and to settle some old scores.

HOW TO SELECT THE BOSS CHARACTERS

For double boss action you must first select Team Edit mode then hold down the start button before you perform the following code. There is a time limit but you can try the code as many times as you like before the time runs out!

THE CODE: ⬆ +B ➡ +C ⬅ +A ⬇ +D

THE DEATH BLOW *will cave in the heads of your enemies. How did Rugal learn this technique? Whatever the reason the Gigantic Pressure has immense destructive power and you can repeat this move up to three times if it is blocked!*

STOLEN FROM WOLFGANG *and now used to deadly effect in KoF '95. The mighty Kaiser Wave is still a powerful attack but leaves Rugal with plenty of unguarded moments. If you don't overuse this technique then it should surprise your opponent when you do.*

RUGAL'S FIGHTING TECHNIQUES	
SPECIAL MOVES	
VIOLENT WIND FIST (REPPU-KEN)	⬇↘➡ + A or C
KAISER WAVE	➡⬅↙⬇↘➡ + A or C
GENOCIDE CUTTER	⬇↙⬅↖ + B or D
OMEGA REFLECTOR	⬇↘➡ + B or D
GOD PRESS	➡↘⬇↙⬅ + A or C
SUPER DEATH BLOW	
GIGANTIC PRESSURE	➡↘⬇↙⬅➡↘⬇↙⬅ + BC

AC NAMCO | INCREDIBLE COIN-OP SEQUEL **TEKKEN 2** | AVAILABLE NOW IN U.K ARCADES

Awesome improvements over the original make Tekken 2 an incredible fighting game!

The stunning Tekken 2 has now been completed and is wowing onlookers in arcades around the world. Continuing our Extended Play on this fabulous beat-em-up, **MAXIMUM** has decided on a complete basic guide, detailing improvements over the original Tekken, backed up with a complete moves list for five of the most popular fighters - Lei Wulong, Heihachi Mishima, Jack, King and Baek Doo San. In this comprehensive players' guide, all of these characters' fighting styles, techniques, advanced and secret moves are assessed, and a complete run-down of their most powerful manoeuvres is given. We are also disclosing each character's sub-boss, and finally revealing some of secret codes that enable you to select them and other awesome hidden fighters.

THE PHYSICAL FEATURES OF TEKKEN 2

The main features of Tekken 2 have improved upon the formula developed previously, but the programming team has still kept the premise that movement is the basic requirement in utilising fighting manoeuvres. To this effect, Tekken 2 has refined movement into two different categories - the primary and secondary moves - all of which must be perfected before your fighting prowess improves.

PRIMARY TECHNIQUES

These essentially are the simplest basic moves available in the game; they are the advance, the retreat, the jump and the crouch. These are executed by simple joystick taps (such as up to jump), but note that you can jump forward by tapping up-forward on the joystick, and also advance whilst crouching by holding down-forward. Forward and back movements cause the character to shuffle in the desired direction. Note that the crouch-advance is particularly useful as it allows quick defence whilst moving in for a hit, and is usually employed when you are unsure of your opponent's abilities. Conversely, the jump allows you to cover great distances, and is useful for jumping in on a prone enemy, or as the start of an attack such as a jump followed by a simple round-house as you land.

SECONDARY TECHNIQUES

These cover more advanced basic movements which add a greater strategy to your fighting abilities. These are the back-step, step-in, dash, charge, throw, guard and rise.

1. THE BACK-STEP

This enables your character to quickly withdraw from combat, and covers a greater distance than the retreat. It is executed by tapping back twice, and is used when you wish to instantly distance yourself from your opponent. This technique is useful when you wish to avoid throws or holds, or when you need a brief couple of seconds rethink to weigh up your foe.

2. THE STEP-IN

This is the opposite of the back-step, and allows you to run in towards your opponent at a greater rate than the advance. It is a simple matter of tapping forward twice, and can be used to follow a combo or throw that leaves your opponent outside sweep or short pounce range.

3. THE DASH

This move is achieved by pressing forward three times in quick succession, and allows the character to sprint forward towards the enemy, stopping only after the enemy is reached or another move is executed. The dash is extremely useful for covering longer distances than those of the step-in, and is most useful for starting a running combo or reaching an enemy that is out of range of the jumping attacks. Be careful though, as once a dash begins, you don't stop until you've reached the enemy, and can sometimes run into a throw! When the dash connects you fall on top of your opponent for little damage but unlike the original Tekken you can now perform a new move on opponents once you have knocked them down. Press both punch buttons together and you can smack your foe in the face four times.

4. THE CHARGE

The most exciting of all the moving techniques in Tekken 2, the charge is executed by four quick taps forward. Your character breaks into a full tilt sprint, ending with a head-butt if your opponent is standing. If however, the enemy is prone, the charging character runs straight over him or her, with an accompanying foot stomp. This technique is ideal for damaging a retreating enemy, or finishing off a prone target.

5. THE THROW

Each character in Tekken 2 has at least two throws. They are executed by pressing either LP + LK , or RP + RK. Throws are an ideal way for inflicting

Discover the enhanced gameplay and extra features and victory must surely be yours!

large amounts of damage to your opponent in a single move, or as the start of a complex series of moves that may completely destroy your enemy. However, note that crouching enemies cannot be thrown, and that if you mis-time your throw, you execute the 'Sukari' (or thrusting) pose; essentially your character will grab at the air. The 'Sukari' pose is to be avoided, as it leaves you wide open to a quick attack or combo from your enemy, therefore be sure your timing is exact when you begin a throw. Please note that you may also throw a character if you can manoeuvre behind them, and is a good technique to use after a turn-fist attack.

6. THE GUARD

A vitally important move in Tekken 2, the two guarding moves prevent the majority of attacks, and are simple to achieve. The upper (or standing) guard is a pull back on the joystick, and prevents both high and mid-range attacks from connecting. The lower (or crouching) guard is a pull down-back on the joystick, and prevents only low-level or ground attacks, such as the sweep. A good and simple technique using guard is to block an opponent's special technique before launching into a combo. Tekken 2 also allows an auto-guard setting, where a character guards automatically when not implementing attacks, and makes all attacks significantly more difficult to pull off.

7. THE RISE

In Tekken 2, it is now much easier and quicker to get up from the ground after a flooring. In addition, when on the floor, your character is able to roll left or right, Toh Shin Den style, before rising. This is achieved by repeated tapping left or right depending on the direction you wish to roll.

ADVANCED TECHNIQUES

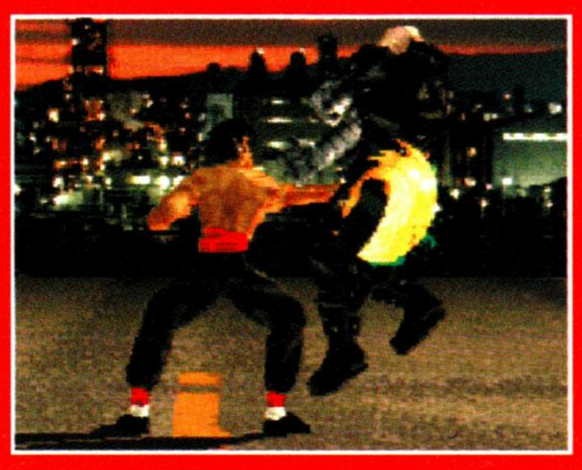
Standard moves have largely been left untouched, but Namco have been busy forming many new and varied advanced styles of attack. Three of these expert movements are detailed below; ten-hit combos, guard impossibles, and the ultimate link techniques.

8. TEN-HIT COMBOS

These have benefited from a major rethink, as many characters now have two or three variations of the ten-hit combo. Some ten-hitters start differently, and others offer a choice of combinations after five or so hits, so there is much greater scope for variety than ever before. One major difference however is that you can no longer press the buttons wildly as before and you need to be very precise so start practicing.

9. GUARD IMPOSSIBLE

These are special techniques that require a couple of seconds focussing (where the character heightens their inner Chi) followed by a devastating move that cannot be blocked (such as Nina's Crane Chop).



10. ULTIMATE LINK TECHNIQUES

These are also known as Floating Combos. Namco have now introduced linked punches and kicks which can only form combos when the opponent is airborne. These require expert timing and are extremely difficult to perform, but drain massive portions of your opponent's energy. An example of a basic link technique is Heihachi's power-uppercut followed by a couple of jumping kicks whilst the opponent falls to the ground.

MORE BOSSES TO BEAT

As in the first Tekken, there is a particular boss for each character before the deadly Kazuya is faced. What makes Tekken 2 different from it's previous incarnation is the ability of the player (via secret codes) to control any of the bosses just like PlayStation owners are able to in their version of the first Tekken. However, these bosses are accompanied by numerous other characters, and any that have already appeared have been substantially revamped. No longer are sub-bosses simply derivatives of the main characters; they have many unique moves at their disposal, including a variety of throws, holds and combos, as well as a fresh new look and their own individual background.

After a sub-boss confrontation, the Tekken 2 player now faces the powerful and newly promoted Kazuya Mishima. Kazuya has become the ultimate combatant with many counter-strikes and lightning reflexes. Resplendent in a rather natty purple suit, this king of the second Rave War crushes mercilessly, and only the most skilled of fighters can hope to defeat him.

A rather nasty surprise awaits those who have the necessary skill to overcome Kazuya. Entering into the ring is the real overseer of the Iron Fist competition, the looming spectre known as Devil Kazuya. A steady nerve and real gaming skill is needed to better this awesome foe, who inflicts deadly damage with retinal laser beams and a unique ten-hit combo. Beware of the mighty Devil Kazuya, as he will feast on your soul should you fail in your task... Lovely eh?

SECRET CODES

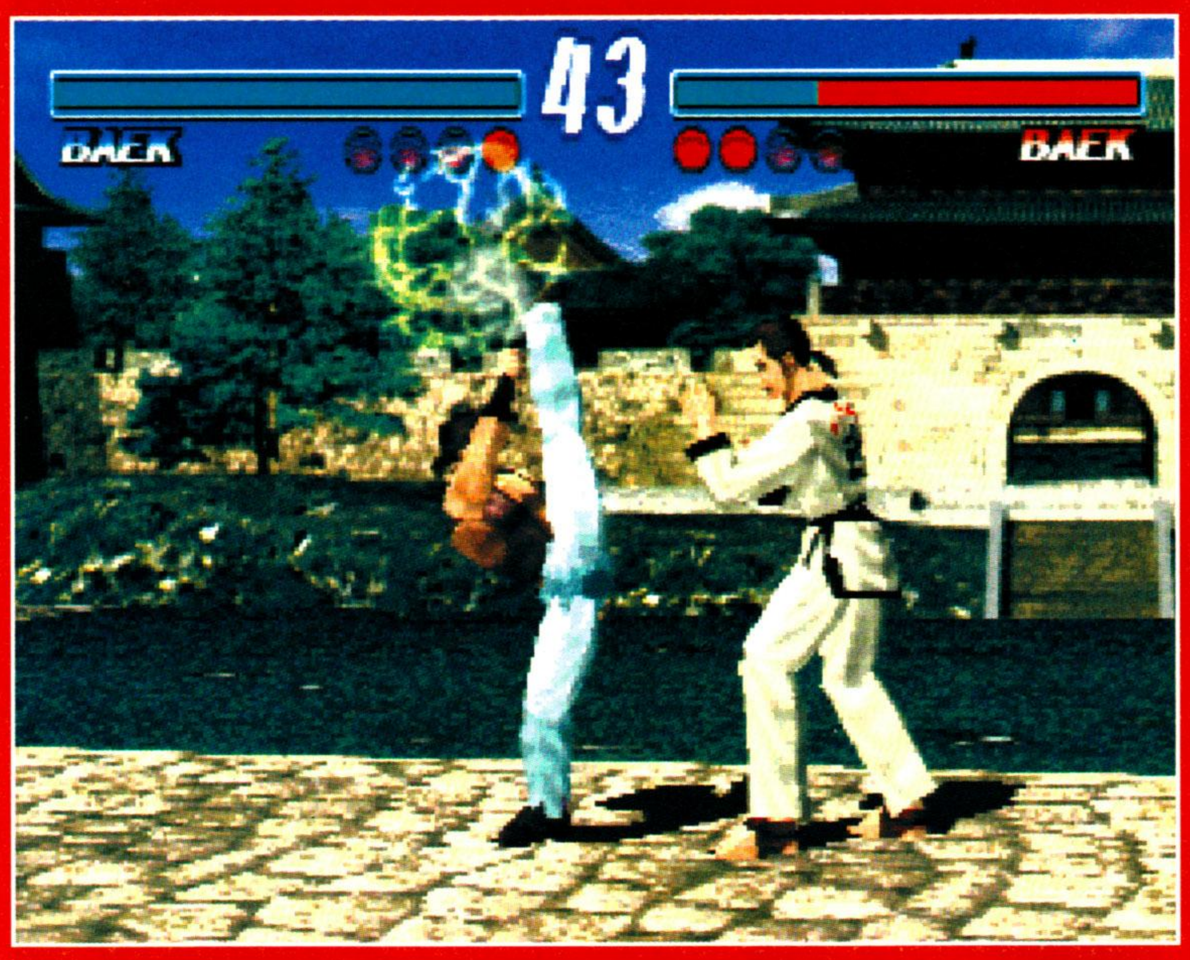
Present in the UK (but not Japanese) arcade version of Tekken 2 are many secret codes for controlling a variety of other hidden characters. Will you be able to control Devil Kazuya, Bruce Irvin, Alex the Reptile or Roger the Kangaroo? Look for the codes in this and future issues of **MAXIMUM** and unbelievable boss action will be yours.

PICK YOUR FAVOURITE FIGHTERS

Next month, **MAXIMUM** will be covering more Tekken 2 fighters in a similar fashion to those presented here, and we want YOU to decide which contestants YOU want to read about. Fancy knowing Nina's huge number of holds? Or perhaps you want the low-down on Bruce's Muai Thai techniques? Well now is the chance you've been waiting for! Choose from two possibilities; either another in-depth look at five more player characters, or a preview of all the bosses with complete moves list! Simply write in with your vote, and we'll collate the entries before compiling information on the winner. Whatever your favourite characters are, you can be sure that the coverage **MAXIMUM** gives is unparalleled and complete. Please note that we do not want anyone ringing up on this subject and we don't give codes over the phone.

BAEK

THE BLOODTHIRSTY KOREAN KILLING HAWK!



Baek Doo San, the self-proclaimed master of Tae Kwon Do has appeared from the pit fighting arenas of Korea. Known by those who fear him as the 'Killing Hawk', Baek's ability in a street fight is unsurpassed, exciting audiences with a terrible blood lust that causes his opponents much pain whilst hyping the audience into an ecstatic frenzy. A little full of himself, but a very powerful combatant using strength in bouts, and a firm audience favourite.

Baek's childhood was a somewhat tragic existence after his father was crippled defending his Tae Kwon Do championship title. This drove the family into poverty, and then despair when Baek lost his temper and accidentally killed his father. He fled his tortured family, and was protected by the Korean police during puberty while he channelled all his spare time and power into the art of Tae Kwon Do, with the ultimate aim of becoming champion, like his father.

Such was his remorse in killing his father, that when an unknown organisation threatened to expose his darkened past, he was forced into a vendetta with Law. With subtle coercion techniques by this unknown company, Baek's entry into the tournament is guided by one thought; the utter destruction of Law, the only member of his dojo who did not feel Baek's wrath.

Baek is the other character in Tekken 2 that uses only two limbs for the majority of attacks, but instead of the powerful arms of Jack 2, Baek's Tae Kwon Do training has meant a reliance on kicks. Indeed, apart from a couple of average punching strings, Baek only uses kicks in his arsenal of moves.

BAEK DOO SAN'S TECHNIQUES

Butterfly Needle - A number of linked Butterfly kicks executed with supreme speed and precision results in the Butterfly Needle combination. The varied kicking heights make this technique useful, as does the ability to change between low and high kicks towards the end. The Upper Needle (a number of inter-linking at head level) is the weakest of the two variations, as it can easily be counter-attacked, so employ the lower needle more often as even blocking foes find countering difficult. A further benefit to be gained from this attack is that Baek can jump in before starting it, and thus it may be employed a couple of metres from an enemy.

"MY TAE KWON DO WILL CRUSH EVERYONE. WHAT CHANCE DOES LAW STAND?!"

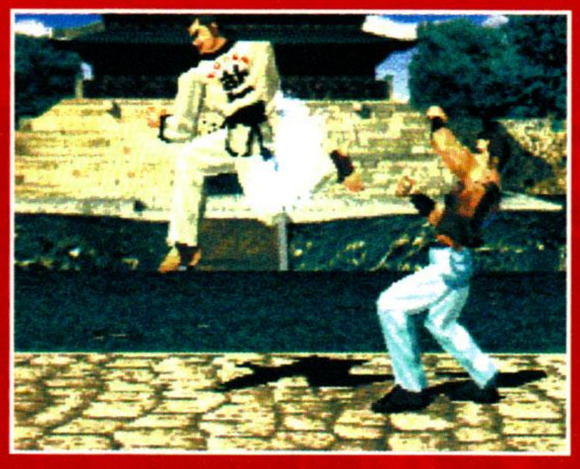
Black Widow - A series of five kicks that differ from the Butterfly Needle in that they are not linked. Part way through the five kicks, these change to mid-level attacks, so are useful for catching a confused opponent off-guard. This is another quick and powerful attack, but make sure you close in before unleashing it, as unless started very near to an enemy, these kicks may not hit and could leave Baek prone.

Cobra Bite and Swordfish Throw - These are Baek's two basic throws, but the Cobra Bite inflicts higher damage and looks better, but both are pretty spectacular to view.

Heel Knife and Albatross - The Heel Knife is a two-fold attack that is very reminiscent of a Tae Kwon Do technique, with Baek starting a Heel Drop that finishes with a mid range connecting kick. Whilst quite hard to execute, this is a quick and deadly crushing attack that hits in the middle twice (and thus is more difficult to block) and can maul an opponent in a matter of seconds. A variation is the Albatross, essentially the same technique, but with a two-hit Heel Drop.

Hammer Heel - Baek once again executes one of his trademark Heel Drops into a wide-arching move that is useful for an opponent take-down. A good move to use on a charging enemy (providing you time the arch correctly), but one that can leave Baek defenceless before the Heel Drop connects.

Hunting Hawk - A fantastic three stage kick-fest and a delight to behold. Essentially similar to Heihachi's Back Sky-Whirling Knife Legs, Baek firstly connects with a blow that causes the foe to stagger, and if the second kick hits, the third automatically damages.



Wing Blade and Starlight Blade - Any technique that ends with the word 'Blade' is a good way to start a floating combo, Baek launches from a crouching Dash into a sky kick that sends your opponent flying. When your foe falls back to earth, start one of Baek's many floating combos for extra damage. The Starlight version is slightly more complex and may be started from a small jump, but eventually joins into the Wing Blade technique.

Flamingo - A manoeuvre that does not inflict any damage to the enemy, but one that is definitely worth mastering. Baek pivots around his foe (this spin can be employed up to three times) and can end up to the opponent's side, from which any Flamingo technique can be attempted or linked.

Heel Explosion - Baek's Guard Impossible obviously takes a while to connect, but cannot be blocked. Baek's legs swing up and then into a Heel Drop that does not connect with much force, but it can be used a form a low attack.

BAEK'S SUB-BOSS IS

WANG JING LEI

● AGE - 84 ● WEIGHT - 56 kg ● HEIGHT - 165 cm
● BLOOD GROUP - B

This elderly gentleman was a life-long friend of Jinpachi Mishima, Kazuya's grandfather, and watched Heihachi's path of life, as well as Kazuya's, with great interest. Kind, generous, but deceptively deadly in combat, Wang has honed his awesome abilities still further since the first tournament.

He tends to the many varieties of vegetables in the gardens of the Mishima dojo, philosophising to himself in the early morning air as he strolls through the grounds of the Mishima estate. His great age and nimbleness have meant that his inner Chi strength is channelled with much power, and although frail physically, he is more than a match for any Iron Fist combatant. His secret quest is to carry out the wishes of the now long-dead Jinpachi; to eliminate both Heihachi and Kazuya after Jinpachi saw what evil monsters they had become. The easiest way to achieve this is to face all-comers in the second Rave War, giving way to contestants with the power to crush Kazuya, and defeating those who cannot. Heihachi, however, will face his destiny in another way...

EXTENDED PLAY

Blue Shark and Hammer Head Throws - Two more fantastic throwing techniques that are very difficult to master. With the Blue Shark throw, the opponent is downed and open to pounces or sweeps, whilst the enemy ends up looking back after the Hammer Head, so try any linked techniques you wish.

Starfish Throw - Baek's one rear throw that looks great and inflicts sizable amounts of damage. Baek clutches the head of his combatant and then executes a strange back-shoulder lift and throw. Use this at the correct opportunity to prove your skill.

Linking Baek's techniques - Baek's introduction into Tekken 2 means that an expert player has another awesome contestant to master, and this mastery should not take very long, as many of his combinations have little or no weak points, despite requiring ability to achieve. Baek's main strength are his many derivations; a player need only master a few techniques to turn him into a considerable combat killing machine.

BAEK'S FIGHTING TECHNIQUES	
BUTTERFLY KICK	
BUTTERFLY NEEDLE	
SMASH KICK	
BREAK NEEDLE	
BLACK WIDOW	
COBRA BITE THROW	
HEEL KNIFE	
ALBATROSS	While getting up
BAEK'S RUSH	
BAEK'S RUSH NEEDLE	
HAMMER HEEL	
HUNTING HAWK	
WING BLADE	
BREAK BLADE	
TRIPLE THREAT	
STARLIGHT BLADE	
WAVE NEEDLE	While getting up
HEAT DESTRUCTION	While getting up
HURRICANE DESTRUCTION	While getting up
FLAMINGO	
FLAMINGO MOVE	During Flamingo ← or →
HEEL HUNTER	During Flamingo ←
HEEL CUTTER	During Flamingo
MACH NEEDLE	During Flamingo ↓
FLAMINGO WAVE NEEDLE	During Flamingo
FLAMINGO DESTRUCTION	During Flamingo
FLAMINGO HURRICANE	During Flamingo
SNAKE KICK	↓
SNAKE BLADE	↓
TRICK SMASH	↗
TRICK NEEDLE	↗ ↓
SILVER MANTIS	
FLAME HAWK	While getting up
HEEL EXPLOSION	↙
BLUE SHARK THROW	When near
HAMMER HEAD THROW	When near
STARFISH THROW	When near opponents back or
SWORDFISH THROW	When near ↙
FLYING SNAKE SMASHER	→ → →

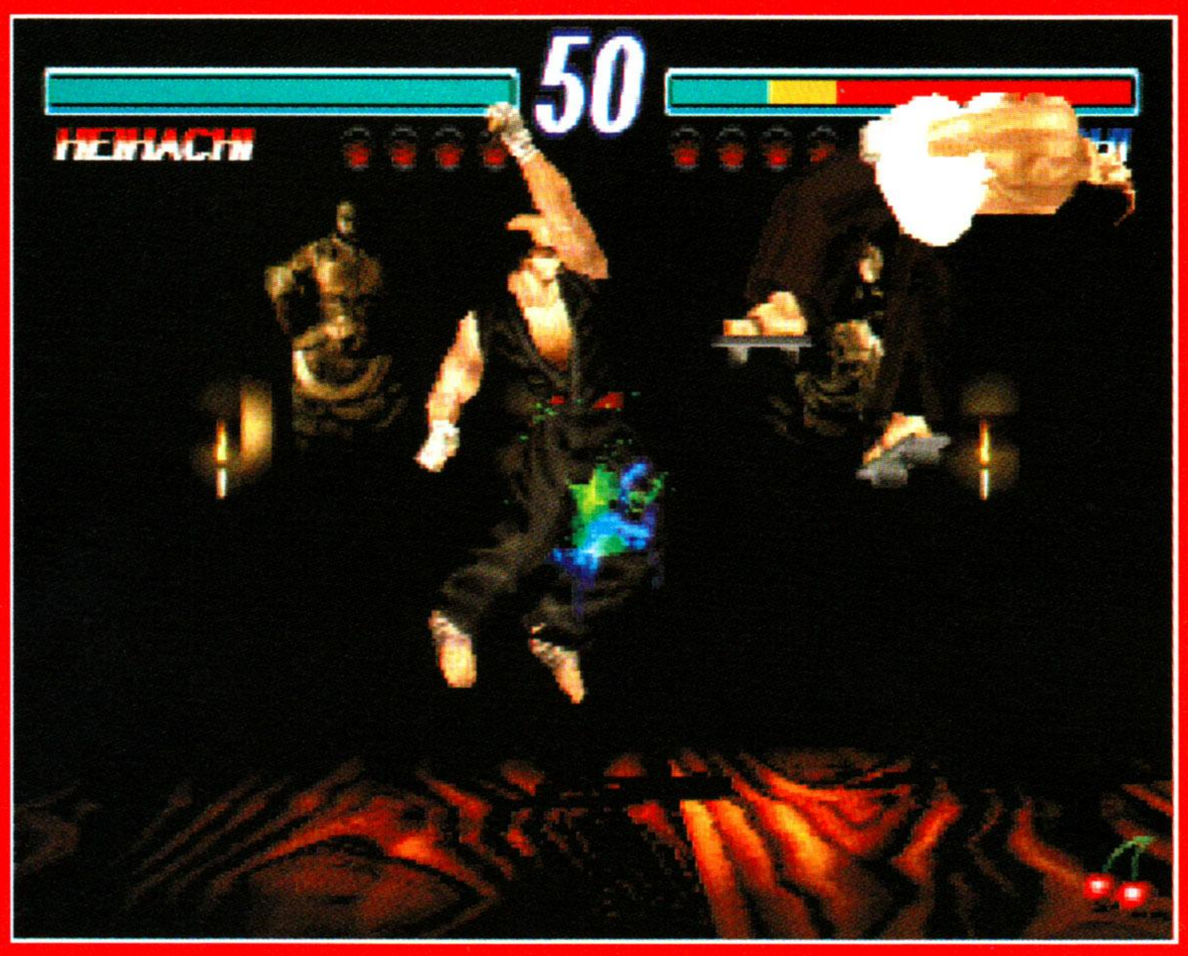
HEIHACHI

THE KING OF THE IRON FIST SEEKS REVENGE!

Heihachi Mishima, father of the hated Kazuya, has been living in disgrace after defeat at the hands of his offspring. After an intensive retraining programme, Heihachi has maximised his already fearsome fighting power, appears leaner, meaner and with less hair than ever before.

Guided by vengeance, Heihachi has added a few punch/kick combinations to his arsenal of fighting moves, but his main strengths lie in his uppercuts and punching combos. Heihachi has benefited from a number of new moves, including a guard impossible; all of which succeed in making him even more of a formidable player than he was in the first Tekken. Heihachi is now much less of a Kazuya clone, formulating a new series of attacks to complement his old ones, and this necessary tweaking has proved essential; Heihachi is now extremely well-rounded and easy to use. Arcade users will not have controlled Heihachi before, as he was a PlayStation-only usable boss, so for the arcade newcomer, Heihachi is the ideal character to begin with.

"I WILL SOON REGAIN EVERYTHING THAT WAS STOLEN FROM ME. BUT FIRST I MUST DEAL WITH KAZUYA!"



Gargoyle - This guard impossible attack is straightforward to do, and inflicts monumental amounts of damage when it connects. In a shower of electrical build-up, Heihachi raises his left fist and when his maximum Chi levels are reached, he brings down his arm with great anger and furious force, the opponent staggering under the force of Heihachi's electrical storm. Remember your timing as the power-up causes Heihachi to become temporarily defenceless.

Hell Axle - Another Heihachi special, this two kick jumping roundhouse combination is easy to master and downs the enemy if all the hits connect. Follow up this with a pounce or perhaps the Devil's Shoe stomp for extra damage.

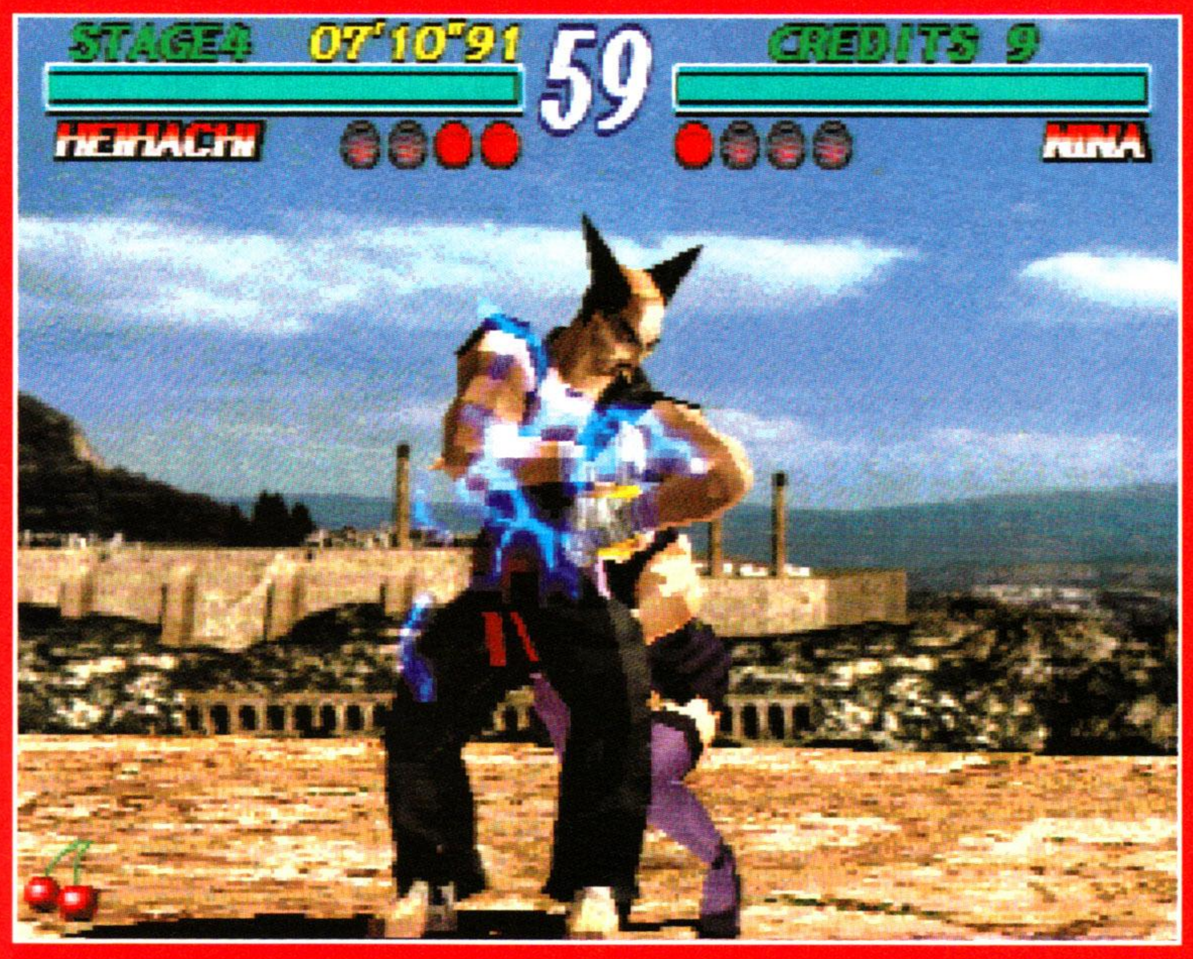
HEIHACHI'S TECHNIQUES

Thunder God Fist - Not to be confused with the inferior but easier to execute Rising Uppercut, this powerful dash and strike is lengthy, but hugely damaging. The opponent is sent flying into the air by this strike, but Heihachi is able to be countered during his three step run up, and care is to be taken in the initial execution of this attack. The most pleasing aspect of this technique is the fact that your enemy can be 'floated'; that is, hit again and again as he falls. This leads to Heihachi performing any number of follow-up attacks that can seriously damage your foe. Couple your Thunder God Fist with any series of punches or kicks you like for a deadly floating combo.

Devil's Shoe - A simple, but effective Virtua Fighter-style foot stomp. This is used only on a prone target - why go for a boring foot sweep when you can stomp on your opponent's head (or codlings) and increase the damage as well?. A fine (if a little cheap) way to finish off a prone target.

Twin Pistons - A quick rising punch with an uppercut to end, this technique can be quickly employed and leaves the opponent floundering. Very fast, giving the enemy almost no time to counter, and extremely easy to execute. The main use for these technique is in the execution of floating or routing attacks. The very nature of this attack leads to it being employed either at the start of a floating combo, or else during a floating combo itself. Try the Thunder God Fist with the Twin Pistons to follow and your foe won't know what's hit him until he picks up his teeth from the floor.

Spinning Demon - This low leg spinning sweep does not inflict huge amounts of damage, but is useful for flooring an enemy, or just plain annoying them. The fact that this is easy to perform, and can hit up to three times makes this an ideal technique for beginners. Expert players may like to introduce the Sweep Heel Cut after two low sweeps of the Spinning Demon for a more powerful finish to the proceedings.



EXTENDED PLAY

Tile-Breaker Destructive Fist - A technique you should be familiar with if you've played Paul Pheonix. Essentially this is two powerful moves combined for terrific damage potential. Both blows are mid-level but even though the attacks are linked it isn't really a combination since it is possible to block between them. The Tile-Breaker strikes crouching opponents and the Destructive Fist has a higher chance of connecting if your near to your opponent after the Tile-Breaker hits.

Nio Crusher - Heihachi's one and only new throw, but still a botty-quavering sight to behold. Note that this throw can only be executed from behind your opponent. During the throw, Heihachi lifts his confused foe from behind, and brings his right leg forward. The enemy's lower back is smashed down onto Heihachi's knee with a crump, before Heihachi leaves his enemy writhing in agony on the ground.

Demon Uppercut - A similar move to the Thunder God Fist which actually inflicts more damage. A short dash precedes the punch but you don't duck quite so low as the Thunder God Fist so watch for high-level counters. The Demon Uppercut can make an opponent float allowing you to strike with a routing attack or two.

Herculean Throw - One of Heihachi's standard throws but this one is slightly more damaging than the Naked Strangle.

Earth Cleaving Leg - This move is performed the same way as the Violent Cleaving leg but you must hold the down-foward position on the joystick. This move is a sliding low sweep that inflicts more damage than Heihachi's other low kicks. Best used on prone opponents outside sweep range.

HEIHACHI'S SUB-BOSS IS
LEE CHAO LAN

● AGE - 27 ● WEIGHT - 65 kg ● HEIGHT - 178 cm
● BLOOD GROUP - A

At 12 years of age, this fighter was adopted into the Mishima household by Heihachi. Throughout puberty, both Lee and Kazuya (who was a year older) received vigorous training in the art of becoming a Monarch and the head of the Mishima empire; and the perfection of martial arts was a large part of it. Living in the shadow of Kazuya was a major problem for Lee, and they became bitterest of foes.

Despite his phenomenal inner strength and martial arts prowess, Lee was utterly shattered when Kazuya defeated him in the first Iron Fist tournament. Lee was unable to cope, and hid away in a nearby mountain retreat where he began a new regime of hyper-training. This anger unfortunately made his technique suffer, and a great shame descended upon him. Then by chance, a mysterious old man appeared and brought Lee out of his mental slump, training him up to levels beyond his old standard. The flair of genius in Lee's skill was resurrected, and after he killed the old man, the 'silver-haired demon' returned to the second Rave War; his purpose being to destroy Kazuya for his years of torment.

HEIHACHI'S FIGHTING TECHNIQUES

HERCULEAN THROW	When near opponent ○●
NAKED STRANGLE	When near opponent ●○
STONE HEAD	When near opponent → → ●●
ONE, TWO PUNCH	●○ ●○
SPIDER SWORD LEG	↗ ○○ ●○
RISING UPPERCUT	→ ↓↘ ●○
SKY-CLEAVING LEG	→ → → ●○
AXE SLICE	→ ○●
DOUBLE AXE	While getting up ○● ○●
FLASH PUNCH COMBO	●○ ●○ ●○
DEMON SCISSORS	○● ○●
THUNDER GOD FIST	→ ↓↘ ●○
DEVIL CONTINUOUS FIST	●○ ●○ ●○
TWIN PISTONS	↘ ●○ ●○
SPINNING DEMON	→ ↓↘ ○● ○● ○●
SWEEP HEEL CUT	During Spinning Demon ○● ○●
AXE FORCE	→ → ○●
DESTRUCTIVE FIST	↓ ↘ → ●○
VIOLENT CLEAVING LEG	→ ↓↘ ●○
EARTH CLEAVING LEG	→ ↓↘ ●○
HELL AXLE	↗ ○● ○●
DEMON UPPERCUT	→ → ○●
SHADOW FEET	← ← ●●
TILE-BREAKER	While crouching ●○
TILE-BREAKER DESTRUCTIVE FIST	While crouching ●○ → ●○
NIO CRUSHER	Near to opponents back ●○ or ●○
DEVIL'S SHOES	When opponent is down ↓ ○●
GARGOYLE	↓ ●○

JACK

RUSSIA'S FIRST SUPER GENOCIDE WEAPON!!

"I HAVE BEEN PROGRAMMED TO CRUSH YOUR HEAD, AND YOUR LEGS ALSO!"

Jack is back with a vengeance. Since his first outing, Jack has gained many new techniques, having benefited from a complete overhaul (and re-spray for his alter-ego.) and refit at Akihabara. His fighting style is best described as a combination of power-lifting moves, boxing-style jabs and blocking, wrestling holds, and when everything else fails; simple mauling.

Whilst Jack was an extremely powerful character in Tekken, he was very slow and cumbersome to use, and prone to attacks from the quicker players such as Nina and Law. Tekken 2 brings a wealth of new moves to Jack's repertoire, and although he still suffers from lumbering manoeuvres, his many additions more than outweigh any ungainliness. Overwhelming the enemy with a series of ultra-powerful techniques is the key to using Jack effectively.

Jack hardly ever uses his feet, preferring instead to savage his victims with his rippling synthi-skin-coated arms. Power is his watchword, and a special mention must be made of his throws; they are among the most time-consuming of any Tekken 2 character.

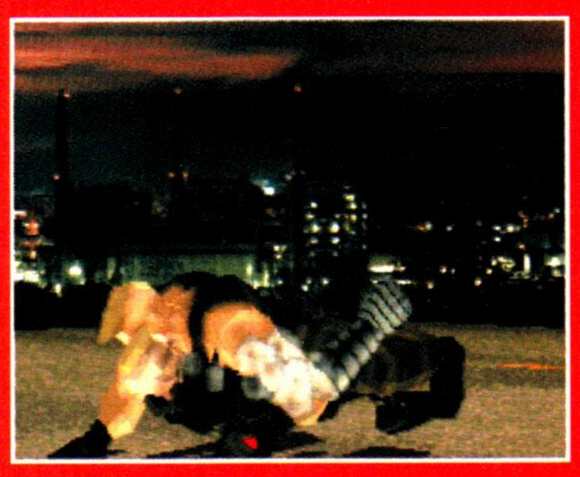
JACK'S TECHNIQUES

Hammer Combo - A fairly basic starting technique, but one which ensures that your enemy will be on his guard. Starting mid-way from his enemy, Jack executes three low blows, and finally connects with a mid-range hit, meaning that your opponent must block at both levels to avoid the blows. Although described as a combo, this technique is difficult to add to; it is more useful as a feint attack designed to unnerve the enemy, after which a more powerful technique may be unleashed.

Cross Cut Saw - One of Jack's major power-drainers from the first Tekken, he charges forward and smashes his hands together, causing the foe to crumple beneath his awesome strike. This move has tremendous force with little room for an enemy counter unless it is blocked, and is very easy to use, and also may be employed when the foe is rising from a downed position, meaning the enemy can be constantly crumpled to death.. Combine this attack with the Debugger on a downed opponent for mega-damage.

Scissors Meltdown - In Tekken 2, a Cross Cut Saw combined with another hit or combo is known as a Scissors technique, and this is where you can really pile on the damage until your opponent screams for a quick death. If timed correctly, the Meltdown scores a second, guaranteed low hit with no mercy, leaving your foe prone and ripe for a leaping crush, pounce, or anything else you fancy. This is by far the finest move to use after a dash, and as it causes no lapses in Jack's defence, it's the move to use for a short bloody battle that's all over in seconds.

Scissors Megaton - A truly awesome double strike which is essentially a Cross Cut Saw followed by a Megaton Blast, but in one fluid combination. The damage caused is frightening.



Helpless and Face Basher - The Helpless - Jack's body press splat in Tekken - was very difficult to use in combinations, so Namco have added a rather fine extra attack which can only be executed after the Helpless. The Helpless also left Jack face down on the floor for too long, but now you can fall onto your victim, start the Face Basher, and watch Jack smash down both fists with tremendous power. He's also up and ready long before the foe this time (providing you've done the Face Basher), allowing you to execute another move. The Debugger is an excellent choice here.

Rising Hell - A new throw that is more spectacular than powerful, but useful in getting a pestering opponent out of your face. After a brutal head-grab, the

foe is throw high into the air, after which a floating combo can be started, or perhaps a strike to the downed foe.

Death Shoot - Jack's power throw, but with one subtle difference; it must be executed from behind. In this technique, Jack simply picks up the enemy by the hair and throws him over his shoulder; the foe sails through the air and lands in a crumpled heap. This is a very useful move to remember if you unintentionally land behind your foe. It also has one other advantage; it causes major amounts of hurting.

Debugger - This is essentially a low Megaton Strike, a powerful swing followed by a huge power fist attack. The Debugger version is particularly useful for striking crouching opponents that could not otherwise be hit and floors them with ease.

Blood Fan - From a sitting position, Jack starts a series of four Dadakko punches that can floor unsuspecting victims. The initial 'sit' can coax enemies forward, and this lure can be extremely effective, and after a series of surprise low blows, your opponent may get more cautious, giving you the fighting edge.

Double Hammer - A powerful double attack that sends the opponent crashing to the floor with a hammer-like motion. This is a very fast technique with both blows hitting at mid-level. This is a good move to use after an opponent has failed an attack or from a medium distance to catch them unawares. Miss both hits and Jack is left very vulnerable, so use this carefully.

Double Axe - A one hit variant of the Double Hammer that does almost as much damage. This attack starts low but only hits at mid-level and leaves Jack wide open to counterattack should he miss. Use on crouching foes.

JACK'S SUB-BOSS IS

PROTOTYPE JACK

● ***AGE*** - *Built 7 years ago!* ● ***WEIGHT*** - *185 kg* ● ***HEIGHT*** - *235 cm*
● ***BLOOD GROUP*** - *Gasoline*

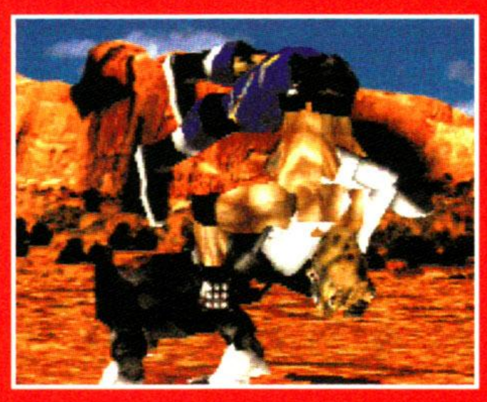
Before Jack was even created there was P Jack, a prototype mechanical being designed by Russian scientists for close quarters fighting. P Jack's body is obviously more mechanical as befits a prototype version but was deemed too unbalanced for hand-to-hand combat and was replaced by the more efficient Jack-2.

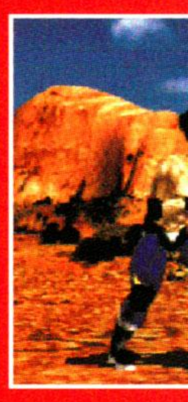
After hearing that Jack-2 always gets regularly updated with the latest cybernetics and armour, P Jack went to Kazuya and asked to be updated also. Kazuya accepted and ordered his captive scientist Dr Boskonovich to provide P Jack with a brand new armoured body.

Both P Jack and Kazuya are giving Russia a hard time. Kazuya believes that he can never be defeated by Jack, a stupid android. P Jack also has a score to settle with Jack and with his new body and superior strength may very well succeed this time around.

JACK'S FIGHTING TECHNIQUES	
LIFT-UP SLAM	When near ○●
HELPLESS	●○
PILEDRIVER	When near ↙→ ●○
BACK BREAKER	When near ↓↙← ●○
PYRAMID DRIVER	When near ↓↘→ ●○
SPRING HAMMER PUNCH	When opponent is down ↓ ●○
MACHINE GUN BLAST	↙ ●○ ●○ ●○ ●○ ●○ ↘ ●○
STRAIGHT ELBOW UPPER	○● ●○ ○●
HAMMER COMBO	●○ ●○ ●○
DOUBLE HAMMER	While getting up ●○ ●○ or ●○ ●○
SWING LEFT KNUCKLE	While crouching ●○ ○● ●○
SWING RIGHT KNUCKLE	While crouching ○● ●○ ○●
MEGATON BLAST	←↙↓↘ ○●
CROSS CUT SAW	→ ●○
HIP PRESS	↗ ○●
SHARK ATTACK	While getting up → ●○ ●○ ●○ ●○
GIGATON PUNCH	←↙↓↘→ ○●
BLOOD FAN	After Hip press ●○ ○● ●○ ○●
BLOODY FAN	After Hip press ●○ ●○ ●○ ●○
ON THE SPOT CROUCH	↓ ○●
HAMMER RUSH LOW	↓ ●○ ●○ ●○ ●○ ↓ ●○
HAMMER RUSH MIDDLE	↓ ●○ ●○ ●○ ●○ ↘ ●○
HAMMER RUSH HIGH	↓ ●○ ●○ ●○ ●○ → ●○
DOUBLE AXE	↓ ○●
SCISSORS MELTDOWN	→ ●○ ●○
SCISSORS MEGATON	→ ●○ ↘ ○●
LOW CROSS CUT SAW	While crouching ●○
SIT & JUMP	During On the spot crouch ↑
SIT & HIP PRESS	During On the spot crouch ○●
RISING HELL	When near ↘ ○●
CATAPULT THROUGH PLUS	When near ○●
DEBUGGER	←↙↓↘ ●○
MEGATON STRIKE	While crouching ●○ ○●
FACE BASHER	After Helpless ●○
DEATH SHOOT	From behind opponent ○●
VIOLENCE UPPER	While getting up ●○
COSSACK COMBO	↙ ○● ○● ○● ○● ○● ○●

KING





THE BEAST PRIEST FIGHTS FOR THE CHILDREN!

King's wrestling techniques have increased considerably since his last outing, as after his defeat, he channelled all of his time and energy into formulating a comprehensive repertoire of devastating holds, throws and strangles. This time he is fighting for the childrens' future; he cannot afford to fail for a second time.

Many of King's techniques are taken from pro-wrestling and it shows; nowhere in Tekken 2 will you find a character with such a number of holding manoeuvres. This also means that King can generally grab an enemy faster than anyone else, so if throws are your bag, he's definitely the character to go for. He is also only one of two fighters (the other being Nina) that can follow a grapple with a punch or kick almost immediately; his recovery time is fantastic. King has come on in leaps and bounds since Tekken and is now one of the finest fighters of the game, and although he primarily uses throws, his punches and kicks are very fast and simple to master.

"I CAN'T AFFORD TO LOSE THIS TIME. THE CHILDREN ARE DEPENDING ON ME!"

KING'S TECHNIQUES

Brain Buster and Coconut Crush - These are the two basic throws for King. Both are easy to use, do large amounts of damage, but the buster is more powerful. This compares to the Crush, as once successfully executed, this can be followed up with an 'oiuchi', or routing attack which seriously damages and demoralise the foe.

DDT - For this technique, King grabs the enemy in a backwards head-lock, and falls down with the opponent, crushing him on the ground. This move does more damage than the Buster or Crush, but is very difficult to time correctly. Try this throw after the hammer punch (DF - LP) for a change.

Tombstone and Jaguar Driver - These two moves have been grouped together simply because an inaccurate attempt at a Tombstone produces the somewhat easier to execute Jaguar Driver move. The Tombstone's damage has been increased from Tekken; now the lift, point and drop takes off up to half an opponent's energy bar. Of course, this is precisely the reason why the Tombstone is so difficult to do with any regularity, but with sufficient practise, this makes a magnificent finishing move. The Jaguar Driver is a throwing technique that is simple to use, but only inflicts about half as much damage, but coupled with follow-on moves, the driver provides a starting move for some of the most spectacular combos in the game.

Jaguar Driver combo - If you reckon you're a bit 'tasty' with King, why not prove it with the follow-up moves? Choose from either the Arch Rock Face Buster or the Boston Club in order to inflict large amounts of damage and humiliate your enemy. In the Arch Rock Face Buster, King grabs the prone victim from behind, wraps himself around him and hurtles skyward, landing on the ground face down with his dazed foe underneath him. Even more damage can be gained from the gruesome Boston Club; where King grabs the legs of the floundering target, straddles them, squats and turns away, twisting the enemy's legs. He finishes with a wrench backwards which is accompanied by one of the most sickening pop-crunch sounds ever to grace a video game. Ouch, that's gotta hurt.

Giant Swing - This was arguably King's most spectacular and powerful move in Tekken, and works just as well in Tekken 2. It is hugely powerful, and one of those moves that brings satisfaction and a smile to your face.

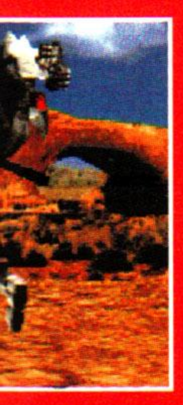
Stomach Smash Combo - Take King to the next level of mastery with this quality series of techniques. The low smash is excellent when it connects as it pushes the enemy forward, meaning that he is susceptible to a variety of punches and kicks, but if it's throw combinations that you're after, why not try the Hi-Jack Back-Breaker, or the Hi-Jack Power Bomb? Due to the crippled nature of your enemy at this point, these throws should be relatively simple to pull off. The Hi-Jack Back Breaker causes King to grab his foe by the waist, turn him upside down, rest him on his shoulder, and *CRUNCH*, a swift jarring of the back ensues. Follow this with the ultra-powerful Hi-Jack Power Bomb, where King pounces on his victim, twists him upside down, and jumps high, bringing both combatants down in a pile-driving frenzy.

Jaguar Lariat - A new clothesline style of move for the Kingster that knocks any opponent to the floor. Follow it up with a sweep or pounce, or perhaps get into position for an Elbow Drop. If you miss then quickly press left kick to prevent a counter attack

KING'S GRAPPLING COMBOS

If you're feeling adventurous, why not try these ultra combinations that are guaranteed to get an ecstatic crowd reaction when performed.

Twister combo - Firstly, King starts with the Helpless Hold, grabbing his enemy by the lower legs, and advancing whilst cracking their ankles. During this grapple, King can perform the Indian Death Rock, where he straddles above his twisted victim and wrenches a leg or two. However, during this cruncher, King can perform either the Romero Special or the STF - choose quickly and then execute without mercy. The Romero Special is also known as the 'Surfer', as King grasps his floored and gibbering victim by the wrists



and ankles from beneath and arches their back until all their limb sockets explode. Or if you prefer, try the STF, where King wrestles the enemy's already broken legs until he sits on their head, almost screwing them up into a ball. During the STF, why not go for horrendous overkill instead, with the final technique; the Scorpion Death Rock? Just squat over their back and wrench open their spine from behind, popping it out and shattering their pelvis and upper legs.

One Double Mexican Combo - For even more amusement, try the second of King's combinations, utilising throws rather than grapples. Firstly go for Reverse Arm Clutch Slam; where King picks up his foe and throws him over

KING'S SUB-BOSS IS

ARMOR KING

● ***AGE*** - *?* ● ***WEIGHT*** - *193 kg* ● ***HEIGHT*** - *193 cm*
● ***BLOOD GROUP*** - *?*

The former arch-enemy of King has watched his rival slip into a steady decline through drink after his disastrous attempt to win the first Iron Fist tournament. Realising that King's dream of a childrens' orphanage could no longer happen, Armor King watched with glee as his opponent chose the path of the drunkard. This was until King's condition worsened, and he slipped into a great depression. Armor King grew concerned, to such an extent that he informed King of the second Rave War. King's mentality immediately changed; he remembered his promise to the children, and began training with vigour again.

Armor King, sometimes mercenary and professional underground wrestler, has also been secretly training. Although his friendship with King still exists as they have witnessed so much together, Armor King is looking forward with great relish to the prospect of pummelling King's face into the ground once more. And with friends like that...

his left shoulder. Follow this with a Back Drop; King grabbing his victim for behind and bringing them up and over his head, and quickly onto the ground with considerable force. Next, try a Rear Man Suplex, which as the name suggests, enables King to again lift his quivering foe over his head, as both fall crashing to the floor. Then go for the Power Bomb, the lift and drop explained earlier, and finally finish it with the magnificent Giant Swing.

KING'S FIGHTING TECHNIQUES	
BRAIN BUSTER	When near ○● ●○
COCONUT CRUSHER	When near ●○ ●○
DDT	When near ↙ ↙ ●● ○○
TOMBSTONE PILEDRIVER	When near ↙ → ●● ○○
JAGUAR DRIVER	When near ↓ ↘ → ●○ ○○
GIANT SWING	When near → ← ↙ ↓ ↘ → ●○ ○○
ONE, TWO PUNCH	●○ ○●
ONE, TWO, UPPER	●○ ○● ●○ ○○
EXPLODER	→ → ○○ ●● or ○○ ●●
SATELLITE DROP KICK	→ → → ○● ●○
GOAL KICK	→ → ○● ●○
KNUCKLE BOMB	↗ ●● ○○
"A" KICK	↓ ↘ ○● ○● ○●
ALI KICK (WITH COUNTER)	↓ ↘ ○● ○● ○● ○● ○●
ELBOW DROP	While jumping ○● ●○
KING'S FLICKER	→ → ●○ ○○
STOMACH SMASH	→ → Joystick in neutral ○● ○○
DYNAMITE UPPER	↓ ↘ ●○ ○○
FLYING CROSS CHOP	→ → ●● ○○
DOUBLE KNEE DROP	↑ ○○ ●●
FRANKENSTEINER	↘ ○○ ●●
RIGHT STRAIGHT TO LEFT UPPER	○● ●○ ○○ ○○
LEFT STRAIGHT TO RIGHT UPPER	While crouching ●○ ○● ○○ ○○
MOONSAULT BODY PRESS	→ ●○ ○●
JAGUAR LARIAT	→ ●● ○○
HI-JACK BACK BREAKER	After Stomach Smash hits ●● ○○
HI-JACK POWER BOMB	During Back Breaker ●● ○○ ↑ ↓ ○○ ●●
HALF BOSTON CLUB	From behind opponent ●○ ●○
COBRA TWIST	From behind opponent ○● ●○
FIGURE FORELEG ROCK	When near ↙ ●● ○○
ARCH ROCK FACE BUSTER	During Jaguar Driver ●● ○○
BOSTON CLUB	During Jaguar Driver ●● ○○ ○● ●○ ○● ●● ○○
ELBOW STING	↓ ●● ○○
SPINNING SMASH	During "A" Kick ●○ ○○
OCTOPUS HOLD	During Ali Kick ○○ ●○ ●○ ○○ ○○ ●○
1. HELPLESS HOLD	When near → ↘ ●○ ○○
2. INDIAN DEATH ROCK	During 1. ●● ○○ ○● ○○ ●○ ●●
ROMERO SPECIAL	During 2. ●● ○○ ○● ●○ ○○ ●● ●●
3. S.T.F.	During 2. ●○ ○○ ○● ○○ ●○ ●● ○○
SCORPION DEATH ROCK	During 3. ●● ○○ ●○ ○○ ●○
ONE DOUBLE MEXICAN COMBO	The new multi-throw combination!
4. REVERSE ARM CLUTCH SLAM	When near → ↘ ●○ ○○ or ●○ ●○
5. BACK DROP	During 4. ○● ●○ ○○ ●●
6. REAR MAN SUPLEX	During 5. ○○ ●● ●○
7. POWER BOMB	During 6. ●○ ○○ ○● ○○ ●●
GIANT SWING	During 7. ○● ●○ ○○ ○○ ●○

LEI

CHINA'S GREATEST MARTIAL ARTS EXPERT

Lei the Chinese policeman, is one of the many new faces appearing in Tekken 2, and a considerable force to be reckoned with. Although initially daunting to use, his many unique techniques and spectacular new moves ensure his prowess in the fighting arena. His strengths lie in his many kicking techniques, and more surprisingly, his ability to distract an opponent by 'playing dead'.

This guide details Lei's strange but enthralling talents, such as his back turning antics that often bemuse the enemy. Mastering these two types of techniques is crucial in making Lei an awesome fighter. Do not underestimate this rather odd fighting style, as this turns Lei into the super-policeman about town, ready to bring down the Mishima empire and seek revenge on the mysterious Thai Boxing mauler who killed his partner!

"I HAVE ALL THE EVIDENCE I NEED! KAZUYA IS A CRIMINAL AND IT'S DOWN TO ME TO BRING HIM IN!"

LEI'S UNIQUE TECHNIQUES

PLAY DEAD

The art of the 'Play Dead' needs to be mastered, as this is the key to unleashing Lei's deadly combos! It is important not to use the Play Dead exclusively, as your foe can quite easily attack you (with leg sweeps or pounces for example) as you are basically prone. Also remember that you can lie either on your front or back in the Play Dead, and this is important to note as it changes the attacks available to you when you rise. The Play Dead is the way to execute many impressive manoeuvres such as the 'Swallow's Dance Rear Sweep', but try to Play Dead sparingly, as a well-timed and thought out Play Dead can be much more effective, especially in confusing your opponent.

The Back Body Strike - A fine punching strike, done as you turn to face your opponent.

The Rear Body Sweeping Lower Strike - A more cunning version of the above move, as your low punch is hidden in the turn itself. Another benefit is that you can change back into another Turn Around afterwards; and start another technique.

The Rear Body Thigh Move - Whilst facing away, a swift right kick takes the wind from your opponent - follow this up with a left kick for a high leg strike to send your opponent reeling.

The Swallow's Dance Rear Sweep - You can attack from many positions with this move, but it is best executed with your back to your foe, as you can more easily start a combo afterwards

LEI'S OTHER TECHNIQUES

The Boneshaker Attack - A fantastic high-kick attack in two parts with a pause in the middle. The first kick will usually have little effect, but the pause will allow the enemy to try for an counter-attack; and then you can finish him off with a second kick he won't be expecting.

TURN AROUND

This is Lei's other strange fighting technique, and is mainly used for launching into assaults. Remember that the way you turn (ie left or right) can effect your attacks. Try some of these moves as you turn (there are some others to learn, also):

The Crouching Tiger Mountain - This utilises a low kick to finish the enemy off rather than a high kick of the Boneshaker, making it slightly easier to use. A mixture of the two techniques spells mass confusion for an enemy that doesn't know where to block.

The Wolf's Tooth Crouching Tiger Mountain - Similar to the above techniques, but with four consecutive kicks instead of one, with a final low kick to finish. You may also choose how to end this simple combo, meaning that once the foe has committed to high blocking, try low kicks to end with - your opponent will be struck however he blocks.

The Swirling Wind Leg Combo - Even more kicks are to be found in this technique, where Lei literally spins around the enemy! Executed in two stages, this can be used as a feint to get behind your foe and make a devastating rear attack (Lei's speciality), but with the open nature of this move, how you use it with other combinations is up to you.

The Guard-Stripper - This strange move forces an opponent to block after four joystick combinations. This may seem an unnecessary move that favours the foe, but with practice you can make your opponent freeze with a guard that can be broken, or you can even end up behind your opponent; and rear attacks are right up Lei's alley.

Back Body Triple Flip - This bizarrely-named somersault kick is stunning to watch, and hits up to three times. It can also be combined with many of Lei's other attacks to produce an awesome display of major hurting but it can only follow those moves that start from the back body position.

Kingfisher Swirling leg - Lei's guard impossible technique that is considerably more flexible than the other fighters and can be held back for several seconds or even chained onto the Hawk's Claw Kick combination. You can only activate the guard impossible from the Sleeping Queen of Birds position either on it's own or after the Hawk's Claw Combo kick.

LEI'S SUB-BOSS IS

BRUCE IRVIN

● *AGE - 32* ● *WEIGHT - 85 kg* ● *HEIGHT - 190 cm*
● *BLOOD GROUP - A*

Exposed to violence and hunger throughout his childhood, Bruce Irvin had lost all of his family when he was very young. To survive the streets he taught himself Thai style boxing and soon became an incredible fighter. As his skill increased he began to enter many kick boxing contests and soon qualified for the Muai Thai championships.

Tragedy struck when Bruce killed the current champion in the grand final and the upset lost the bookies a great deal of money. The fight organisers demanded revenge and sent a professional killer to assassinate Bruce. During his escape by plane he encountered a Hong Kong policeman and they fought so viciously that the plane crashed!

Bruce survived the crash and was rescued by Kazuya's private army.

EXTENDED PLAY

LEI'S FIGHTING TECHNIQUES	
PLAY DEAD	↓ ○●
LEAPING BOW KICK	When down ○●
LEAPING UP	When down ○●
SWALLOWS DANCE REAR SWEEP	When down ●○ ○●
TURN AROUND	← ○●
BACK BODY STRIKE	From Turn Around ●○
BACK BODY SWEEPING LOWER	From Turn Around ↓ ●○
BACK BODY CRUSHING FALL	From Turn Around ○●
BACK BODY THIGH MOVE	From Turn Around ○●
BACK BODY TRIPLE FLIP	From Turn Around ○● ○● ○●
BACK BODY SWALLOWS DANCE	From Turn Around ↓ ○● ○●
RAVE SPIN	From Turn Around ↙ ○● ○●
TURNING BODY ROAR OF RAGE	●○
SWIRLING WING LEG COMBO	○● ○●
SWIRLING WING LEG COMBO	→ ○● ○●
SCREAM MIDDLE KICK	→ ●○ ○● ●○ ○● ○●
SCREAM LOWER KICK	→ ●○ ○● ●○ ○● ●○
WOLF'S BONESHAKER ATTACK	→ ○● ●○ ○● ○● ○●
WOLF'S CROUCHING TIGER	→ ○● ●○ ○● ○● ↓ ○●
BONESHAKER ATTACK	→ ○● ○●
CROUCHING TIGER MOUNTAIN	→ ○● ↓ ○●
EMPTY CIRCLE LEG MOVE	○● ○●
LIGHTNING KICK	Hold forward ○● ●○ ○● ●○
LIGHTNING MIDDLE KICK	Hold forward ○● ●○ ○● ●○
FLOWING THIGH MOVE	○● ○●
FACE SMASH DROP	Near opponents back ●○ or ○●
GUARD STRIPPER	→ ○● ●○ ○● ●○
NECK WRINGER	Near opponent ●○
FLYING SKY KICK	Near opponent ●○
VENGEFUL KNOCKDOWN	→ → ●○
1. SLEEPING QUEEN OF BIRDS	← ●○
KINGFISHER SWIRLING LEG	During 1. ○●
HAWKS CLAW COMBO KICK	During 1. ○● ○● ○● ○●
PROSTRATE FLOWING THIGH	When down facing forward ○● ○●
PROSTRATE SWEEPING KICK	When down facing away ○● ○●
TURNING FACE DOWN	When face up ↓ ●○
TURNING FACE UP	When face down ●○
FLYING HAWK ATTACK	→ → → ○●
SLEEPING SLIDE	When down facing away ○● ○●
MOMENTARY COMBO	○● ○● ○● ○●

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MAXIMUM

THE LATEST NEWS FROM THE VIDEO GAME WORLD

The waiting is almost over...

NINTENDO ULTRA 64: The launch of the decade?

The battle for the next generation of videogaming has begun, but hanging back from the current 32-bit fad, Nintendo is releasing a steady stream of super-quality 16-bit titles and preparing their own plans for domination of the next generation marketplace with the reputedly awesome Ultra 64 system. On the eve of the Shoshinkai show in Japan, where the NU64 will be revealed for the first time, MAXIMUM visited NCL's world headquarters deep in the heart of Kyoto. We spoke to NCL's Yasuhiro Minagawa and Yoshio Hongo of the General Affairs Department. Topics covered included the stunning looking Super Mario RPG, plans for Super Famicom products and of course probed deeply about the forthcoming Ultra 64...

The Nintendo 64, as it is known in Japan. The casing has only changed slightly from when it was revealed at E3 - the controller had analogue and digital feedback and can apparently be expanded with add-ons.

MAXIMUM Mario is Nintendo's favourite character - whose idea was it to make the RPG - Nintendo's or Square's?

Yoshio Hongo Both. Square's RPGs sold well in Japan but not overseas. There have been calls from all ages, and from young girls, for another character to which they could become attached. Mario was the best, but had not been in an RPG. Nintendo's director, Mr Miyamoto also wanted to do an RPG using Mario. There happened to be a chance for both companies to talk, which went well. Nintendo had wanted to do a Mario RPG and Square had the programming ability, so Mario could become a popular RPG character anywhere in the world.

MAXIMUM The graphics look excellent. Do you use the same rendering technique (ACM) as Donkey Kong and Killer Instinct?

Mr Minagawa The question is one of CG, isn't it? Yes, but we are using a different technique this time.

MAXIMUM Regarding the look of Mario - does Nintendo have any fixed idea for his design in videogames?

Mr Minagawa Oh yes, at Square there is a Mario development team checking to see if he is as we wish him to be. There have been times when the characters have been finished off roughly... This time, as an RPG, we don't want him to be stereotyped as "cute".

MAXIMUM Do you know how long the game's been in development?

Mr Minagawa About two years.

MAXIMUM What plans do you have for a European release?

Mr Hongo None at present. The Japanese release will be on January 25 and in America a little later, probably spring, but for Europe it is not fixed.

Mr Minagawa There are differences between the NTSC and PAL TV systems. Also there is the language problem - producing the game in English, French, German etcetera. It's very difficult.

MAXIMUM Now we have a rendered RPG are there any plans for a rendered Mario Kart or any other rendered Mario games?

Mr Minagawa Maybe you know this, but Mario Kart is - believe it or not - the best-selling Super Famicom game ever if you gather sales data from around the world. Super Mario World actually has more carts [in homes] but it was packaged with the console, so it doesn't count as true sales.

Mr Hongo The game is so famous and popular that whenever we are talking about Mario games, we are always asked whether we are going to make Mario Kart 2. Whether it's rendered or not - I'm not sure is much difference in the entertainment. This is the point that everyone misses when asking if we are going to make a sequel.

MAXIMUM So, are there any plans for a sequel to Mario Kart?

Mr Minagawa Oh, it's top secret!

MAXIMUM The Mario RPG doesn't look like the usual kind of RPG - is it a different style of game?

Mr Hongo It would seem to have more action than in other RPGs - there is not so much conversation.

Mr Minagawa In Japan we have two types of authentic role-playing games. There are the action RPGs, where you don't have to read all of the messages, but rather you are going after points and increased ability in attacking the enemy. In the other kind you have to read all of the messages in order to achieve your role. Square doesn't want a basic RPG character for its Mario game - it wants an in-between character.

MAXIMUM Will we see any more joint work between Square and Nintendo?

Mr Hongo Well, now. At his announcement of new projects, the President of Square was talking about an Ultra 64 Mario RPG 2 with Nintendo... But at the moment this is not a reality.

MAXIMUM What about deals with any other famous Japanese companies? Maybe licensing Nintendo characters?

Mr Hongo Our characters? Probably not.

MAXIMUM Let's talk about Ultra 64 - but if you can't, don't worry! Firstly, will it be released in Japan this year?

Mr Minagawa For your information, from 3 o'clock on the first day of the Shoshinkai, Mr Yamaguchi is going to make a speech and everything will become clear at that point.

MAXIMUM Okay! This time if you can answer a question, answer it and if not, just say "Shoshinkai!" and I'll understand!

Mr Minagawa Again, for your information, the first day is going to be trade-only and the second day open to all. The first day is designated as the Shoshinkai software exhibition and the second and third days are the Famicom Space World. We are afraid of too many people coming, so we will issue some entrance tickets which will be available at retail outlets without which nobody can get in.

MAXIMUM Is it true that ten Ultra 64 games will be shown at Shoshinkai?

Mr Minagawa Yes, with 100 consoles.

MAXIMUM Will these be work-in-progress games like we saw with the Virtual Boy last year, or will they be almost finished?

Mr Hongo There will be some which will be almost finished and some which are not.

MAXIMUM So it depends on the game?

Mr Minagawa Yes, some games are just demonstrations to show what kind of games are intended.

MAXIMUM So will there only be Nintendo consoles set up, or will other companies have their own stands?

Mr Minagawa About a quarter of the total space will be designated for

MAXIMUM NEWS

Nintendo, where there will be 100 consoles on which ten games will be running. Then there are the software companies from inside and outside of Japan, and only a few licensees will be demonstrating their own 64-bit software outside of that showplace. Each company has their own booth where they can demonstrate anything.

MAXIMUM Is the machine still on schedule for a spring release in the USA and Europe?
Mr Hongo I hope so.

MAXIMUM Are you planning a simultaneous release?
Mr Hongo I'm not sure.

MAXIMUM Will the machine be boxed with a game like previous releases?
Mr Hongo In Japan, as a campaign there will be games to choose from with the hardware and in Europe it's up to each country's individual marketing activities.

MAXIMUM Any ideas on prices?
Mr Hongo At the moment about $250.

MAXIMUM Nintendo made the decision to use cartridges over CDs. What are the reasons behind this?
Mr Hongo Well, they're faster. With CD this is some waiting time, so to play the games most smoothly, cartridges are most suitable.

MAXIMUM Are there any plans to make a CD add-on unit?
Mr Hongo No, not really...
Mr Minagawa ...But about one year after the launch I think we are going to include a new format which shall be a disk - but not CD-ROM. Of course, CD-ROM offers huge storage capacity but the fact is that no company has ever used it. This is surprising when you consider a game like Donkey Kong Country. It's such a great game but only uses a fraction of the memory available on a CD-ROM - you don't need a CD-ROM to make good games. We are thinking of using a read/writeable "CD" so that information can be stored. A new company is going to be established. Nintendo is going to invest 20%, another company called JUST is going to invest 10% and together with the most popular software company in Japan, these three companies are going to make a new project. Nothing's set yet, but we're exploring a new application for software of this "bulky" capacity.

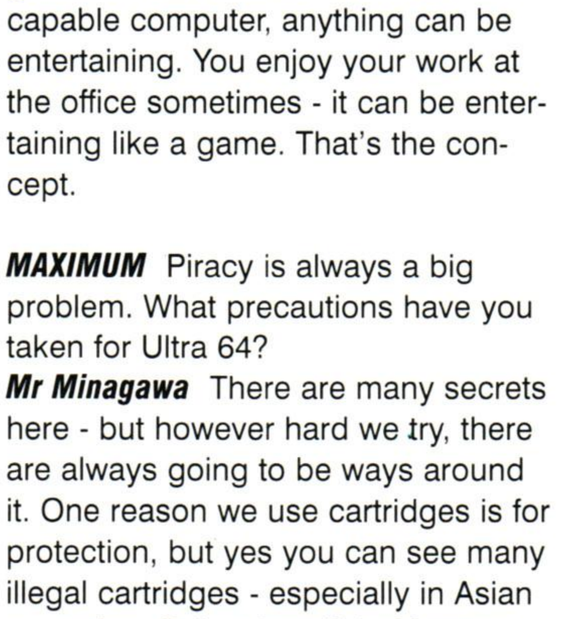
MAXIMUM When we visited Shoshinkai last year, there was a news release saying that Nintendo invested money in the company that developed technology for Virtual Boy. Will there be a similar release about this investment or has there already been one?
Mr Minagawa We have not made any announcement, but Square has already told Nikkei UK [a Japanese publication - **MAXIMUM**], which has always been saying that Nintendo/Square is making some add-on.

MAXIMUM It sounds very interesting. Do you have any official...
Mr Minagawa We don't have any official... it's top secret!

MAXIMUM We've talked about this new technology for Ultra 64 - are there any new add-ons for it?
Mr Hongo Everyone can do the networking, I'm sure - the Internet is now spreading.

MAXIMUM Would you like to make Ultra 64 more multi-media compatible in the future?
Mr Hongo We can't really say much about this.
Mr Minagawa Nintendo is going to make the best or ultimate entertainment or entertaining game machine, but it is of course 64-bit, very powerful in generating sound and easy to control. Our system will be designed so that any one can use the Internet. As for other next generation machines, they are just combining with arcade games. I believe that if we have a capable computer, anything can be entertaining. You enjoy your work at the office sometimes - it can be entertaining like a game. That's the concept.

MAXIMUM Piracy is always a big problem. What precautions have you taken for Ultra 64?
Mr Minagawa There are many secrets here - but however hard we try, there are always going to be ways around it. One reason we use cartridges is for protection, but yes you can see many illegal cartridges - especially in Asian countries. Only a handful of famous and high-class companies around the world can manufacture them. The problem we have is with these famous companies is knowingly or not knowingly producing illegal copies for these pirates...



Many thanks to Mr Hongo (left) and Mr Minagawa for taking time to speak to MAXIMUM.

Nintendo's headquarters in Kyoto, Japan - home of the forthcoming Nintendo Ultra 64. According to some rumours, Nintendo has a gargantuan $3.7 billion to invest in... well, whatever they want.

MAXIMUM The first picture of the Ultra 64 casing was revealed at the E3 show in May. Can you tell me if it will remain the same?
Mr Hongo There may be slight changes and any new features will be shown at the Shoshinkai. There will be photos there.

MAXIMUM Is it Nintendo's plan to have the same design in all countries or change it like the Super Famicom?
Mr Hongo It will look virtually the same as the E3 case.

MAXIMUM Would change the design of the case if it was considered unfavourable in Japan.
Mr Hongo It's probably all right at this time.

MAXIMUM What other add-ons are there going to be at the Shoshinkai? For example, a Virtua Cop style gun...
Mr Minagawa At the moment, there are no other add-ons.

MAXIMUM The PlayStation is for older gamers... what about Nintendo?
Mr Minagawa Sony and Sega are making a lot of arcade conversions - they are transferring their arcade audience to the home machines. Most arcade games are for experienced, older gamers. Their games are complex and you need to be very skilful. Nintendo wants to produce a *family* console - *everybody* should be able to play the games.

MAXIMUM We've got a few general questions... Games like Donkey Kong Country and Killer Instinct show that you don't need 32-bit hardware to produce great games. How much longer can the Super Famicom continue, especially after the release of the Ultra 64?
Mr Minagawa From next year, the Super Famicom is due to have some great software. For example: Mother 2/3, WarioLand, StarFox 2... Even after the Ultra 64, there will still be popular software for the Super Famicom.

MAXIMUM The full potential of Virtual Boy hasn't been released yet - it needs a game like Donkey Kong Country. Do you know of any games in development at the moment which you consider critical for the Virtual Boy's success?
Mr Hongo You can see many games, but Mario Land is probably the most popular.

MAXIMUM At the E3 Show, Nintendo was saying that there are a lot of developers of Virtual Boy software, but there's maybe 11 games available...?
Mr Hongo Probably about 15, but with those in development... maybe about 27.

MAXIMUM Yoshi's Island made good use of the FX Chip. Can you tell us of any other developments planned?
Mr Minagawa It's a secret!

MAXIMUM Do you have any other surprises coming?
Mr Hongo We don't like to talk about the far future. We only confirm things a short time before release.

MAXIMUM Where does Nintendo see itself in the 21st Century?
Mr Hongo We don't have particular titles, but we want to continue the research for enjoyable games.

MAXIMUM You said yourself that the arcade market is shrinking, so do you have any intentions of reentering this market?
Mr Minagawa Well, people say that they are going to diversify, but other areas are already crowded with new companies. They will have to compete with already established competitors. Sometimes people say that Nintendo should diversify, but we already have the Virtual Boy and the Satellite System... Diversifying takes a lot of money. Nintendo has a large cash surplus but apparently, Sega is in debt and Sony make little profit with their PlayStation - which they put into further discounting. Nintendo has the capability to reach for the new future.

MAXIMUM

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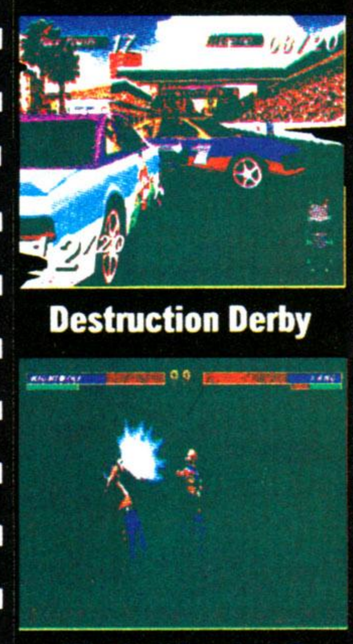
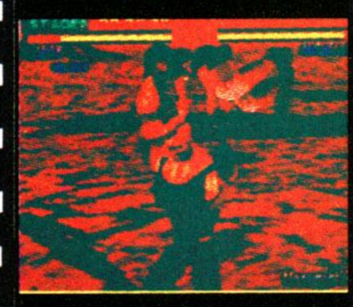
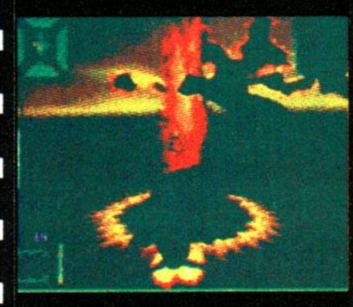


Mortal Kombat 3

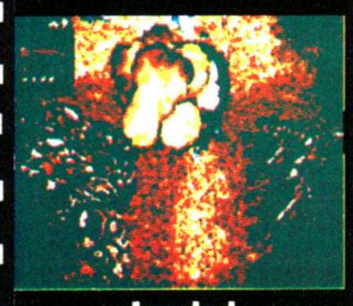
Motor Toon GP



Tekken



Warhawk



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MAXIMUM NEWS

PS SONY

WHAT'S NEXT FROM THE PUBLISHERS OF WIPEOUT
PARASITE & MORE
ALL AVAILABLE DURING **'96** IN THE **UK**

FORMALLY PSYGNOSIS

PARASITE AND POWERSPORTS POUNCE ON THE PLAYSTATION

The bods at Sony have been swallowing too much prozac again, or so it would seem when you examine the plot of Parasite, due out on the PC CD and PlayStation in the early part of 1996.

French development company Virtual Studio have been working on this adventure platformer for seven months now, and say it will be ready to hit the streets in the first quarter of 1996. Set in the present day in a sleepy little village called Arkansas, the player controls the destiny of Jack who is quietly sipping his pint in a pub, when odd things begin to happen...

Simultaneously, intergalactic cop, Ar 'Kritz is having a few problems with his space-panda which has inconveniently stalled whilst scanning the earths stratosphere for space criminals. This unfortunate mishap causes the craft to plummet towards the ground, and land directly in our hero's pint of the amber nectar. One might expect a relatively intelligent person to notice if an interstellar craft lands in his pint from a great height, but the catch is - Ar 'Kritz is a microscopic being, and as such his sky-diving antics go completely unnoticed by Jack. Consequently, the unsuspecting fellow swallows the dregs from his glass - together with the ship.

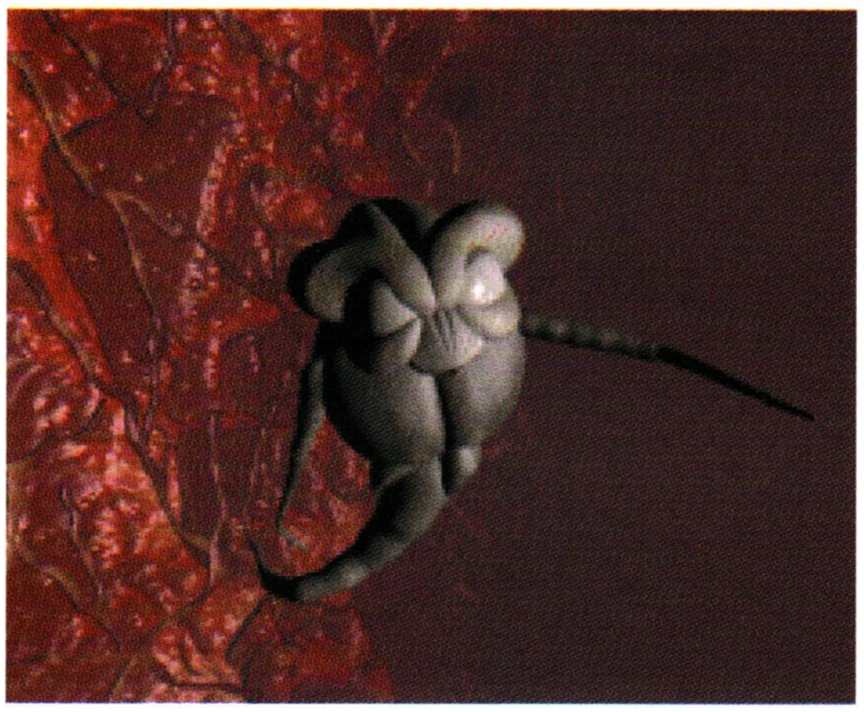
As if that wasn't weird enough, at this point the storyline get positively bizarre, as the parasitic invasion begins to cause a terrible mutation of Jack's human body. The villagers, already nervous after a series of unexplained disappearances in the area, take aversion to this transmuting being and turn on Jack in a frenzied attack, determined to kill him at any cost.

Here the action starts, as Jack sets about trying to locate the mothership with the help of his new travelling companion - Ar - in order to rid himself of the parasite and return to normal. All the while, he is trying desperately to avoid being slaughtered by the madding crowds *and* an assortment of evil looking aliens who have got wind of Ar's incapacitated state and are using the opportunity to hunt out his host and terminate the two of them. As the mutation progresses, Jack gains super-human (or rather super-alien) powers, and looks more and more like a Ferengi with every passing hour.

Although it sounds a bit strange to say the least, the screenshots we've seen so far promise a graphically stunning game with the high-res scenery fully rendered in 3D, and impressive animations shot using the blue-screen technique. A large number of cinematic sequences are being prepared, including the parasite making himself comfy by creating a sofa out of Jack's red blood cells and in the inter-level pauses, he dresses in a frock and slaps on some lippy to parade around the screen like the dolly-birds that announce the next round at a boxing match (it's that kooky French humour again!).

Nicolas Meylaender - junior producer working on Parasite - told us that the inspiration for this outlandish plot derived from a combination of sci-fi movies, big screen blockbusters and comic book adventures. Alien, The Hidden and Stephen King's The Thing, Lethal Weapon for the Riggs and Murtaugh style relationship, and classic comics like The Incredible Hulk and Captain Invincible, that lurk under the bed of many a grown-up kid around the world.

The hardest part of programming Parasite, Meylaender said, was getting accustomed to working with PlayStation code. The team have been working very hard at creating a visually brilliant game, with zoom options for the fights on the PlayStation, and a standard of high-res graphics on the PC version which they believe is second to none.



PARASITE SHORT STORIES

Originally, Virtual Studio (exhibiting that obscure brand of humour the French are so famous for) planned for Jack's mutation to take the form of the character becoming increasingly immovable as the effects of the parasite take hold. Those clever chaps at Sony pointed out that this would actually make the game extremely boring - not to mention pretty pointless!

Virtual Studio was originally known as Loriciel, and were responsible for developing games like "Baby Joe", "Best of the Best" and "Panzer Kick Boxing" (hits in their home territories, but alas, turkeys in the UK). They are extremely proud of Parasite, and believe it will stand head and shoulders above the likes of Flashback and Rayman when it hits the market next year.

YOU'VE GOT TO BE KRAZY IVAN

The Year is 2018, and Earth has been invaded by a powerful force of aliens, who have taken control of vast areas of our planet's surface. These conquered territories have been surrounded by impenetrable force-fields, and total annihilation for the human race seems inevitable. A glimmer of hope ignites when a team of Russian scientists manage to disrupt the force-fields just long enough to sneak in a one man army - Krazy Ivan. In an unusual break from tradition, the games producer - Kristian Jones - decided to do away with the traditional role of the all-American hero, and instead promoted a certifiable Russian hard-nut to the heady heights of heroism. This suicidal maniac has volunteered to combat the aliens, and so enters the battle zone with only a Mech Warrior style power suit for company, oh, and a huge arsenal of weapons of course.

Due out in January, the copy of this game we saw was 80% complete, and graphically it looked outstanding. The opening movie sequence is a sight to behold, and Sony Interactive have made subtle use of this throughout the game. All the characters were shot using a blue screen background, and then digitised into the game, with actors such as Sarah Stockbridge (of Red Dwarf fame), and Michael Brogan (a regular villain in The Bill) playing the lead roles.

The in-game graphics are also impressive, with rolling landscapes and atmospheric sound effects setting the scene for some serious alien bashing! Talking of alien bashing, there are currently 19 robotic creatures to battle with, all of which have modelled themselves on something from nature - no, not trees and shrubs, that would be too easy. They take on the characteristics of animals and insects, such as Arachan - a pseudo spider, Behemoth - a marauding moth, and Colossus - an indescribably mighty robotic psycho (presumably from Hell).

Sony Interactive also promise a two-player link-up mode, which should add an interesting dimension to the game.

PS SONY
GIANT ROBOT BLASTERTHON
KRAZY IVAN
AVAILABLE **JANUARY 96** MORE DETAILS SOON

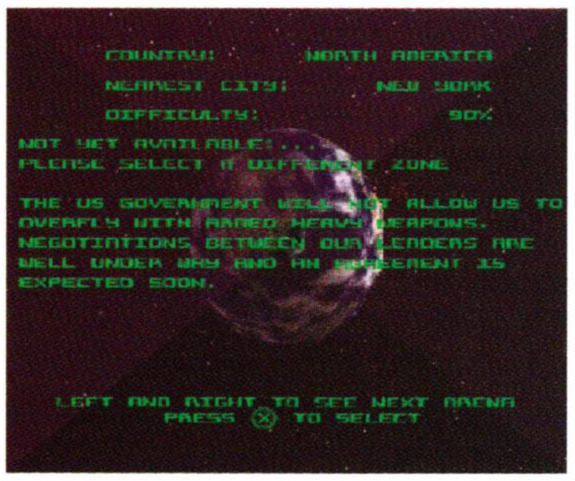
MORE MOBILE POWER SUIT ACTION

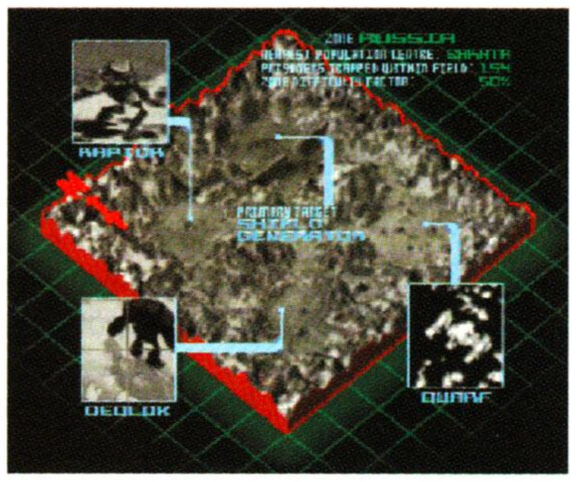
The second wave of beautifully-constructed action games has begun! Krazy Ivan puts you in control of a giant mech on a mission to destroy a number of sinister evil mechs in a variety of inhospitable Russian locations.

The incomplete version that we playtested was very fine indeed, with a number of drones and mine-layers to hammer before a main baddie is faced. The Sony team have evidently spent a large amount of time with the detail and grace of the more powerful mech creatures and they move with an astoundingly fluid quality.

The misting effects mask the PlayStation's limited horizon drawing capabilities, and the game pauses whilst the creature-mechs are loaded, but these are but small quibbles. Expect a full review next issue.

A renegade Russian in a robot causing a ruckus!!





ON THE BALL WITH POWERSPORTS

Sony Interactive are jumping on the soccer sim band wagon (surprise, surprise) with the release of Powersports Soccer scheduled for the first quarter of 1996. The game boasts full real-time textured 3D players, using the latest motion capture techniques. A huge team database is on offer, including teams from the UK, France and Germany, which coupled with extensive management options which allow the player to control strategic directives and even customise the individual players characteristics - such as physical (too much curry last night?), technical (the proud owner of two left feet) and mental (artificial intelligence is apparently quite advanced here) - should make this an extremely playable game.

As with all footie sims, Sony Interactive have not short-changed us on the available techniques either. All the standard options such as aftertouch, punt and run and dirty tackles are executable, with a couple of new ones - the Cantona kick and pulling the opposition's jersey - thrown in for good measure.

Three leagues are there to conquer, before moving on to take the European Cup by storm, which can all be viewed from a myriad of different camera angles. All this is neatly rounded off with the obligatory commentary.

Powersports Soccer looks like it could be a contender for the premier league of football games for the PlayStation, but with it still being several months from completion, we will have to wait and see.

PS SONY
SOCCER ON THE STATION
POWERSPORTS
AVAILABLE NEXT YEAR MORE DETAILS NEXT ISSUE

SONY SOCCER SOARAWAY SENSATION

A huge amount of PlayStation football games are either in the works or on the shelves - behold the awesome FIFA '96 along with Goal Storm, Striker '96 and Actua Soccer. Despite the competition, Sony seem confident.

MAXIMUM NEWS

AC ARCADE | JAPAN'S LATEST COIN-OPS **IMPORT ROUND-UP** | ALL GAMES OUT NOW OR COMING SOON TO THE UK

COIN-OPERATED

1995 JAMMA SHOW REPORT

The big event of the Japanese arcade calender has to be the near-legendary JAMMA Show. Bringing together every major coin-op exhibitor, the show is the best place in the world for checking out the hottest new coin-ops both available and in development. September's expo proved to be one of the most successful yet, and of course, MAXIMUM was present to report on the proceedings.

The latest JAMMA Show had to be one of the most enjoyable arcade events of recent times. Indicative of the current state of the coin-op market, JAMMA was dominated by four major companies. Occupying the tried-and-tested area of the coin-op market was Capcom, with yet another (albeit utterly incredible) fighting game, whilst Sega and Namco once again hotly contested the new markets for new technology, both unveiling stunning 3D products. What was also interesting to behold was the turnaround in the fortunes of industry stalwart Konami, whose frankly enormous stand was the second largest at the show.

The show was also a great example of how far in advance Japan are when it comes to actually previewing and releasing arcade machines. Weeks after the JAMMA Show, **MAXIMUM** attended the UK AL Preview - a distributors' show revealing the new coin-ops. Although there were some new games in the form of Indy 500, Virtua Cop 2 and Virtual-On, masses of major titles which were at JAMMA failed to make an appearance. Notable in their absence were the likes of Manx TT, Fighting Vipers, Soul Edge, Time Crisis and any new Konami arcade machine you'd care to mention. We were also extremely disheartened by the non-appearance of Marvel Super Heroes, with only the lacklustre MegaMan coin-op signalling any kind of Capcom-related presence. Luckily **MAXIMUM** was able to get its hands on a test PCB sometime later and it certainly made up for the disappointment of MegaMan.

For a full and frank appraisal of what was missed at the AL and what shined at JAMMA, take a look at the following report courtesy of our Japanese correspondent...

Sega's home games invade JAMMA for the first time!

CAPCOM'S ENVIABLE LINE-UP

Despite relying on its established CPS-II technology, Capcom proved to have one of the most popular coin-ops of the show. Marvel Super Heroes is an unofficial sequel to the awesomely popular X-Men: Children of the Atom. Shots of the game were circulated to the press before the show to build up awareness for the product and it has to be said that the amount of attention the game received was phenomenal. You can check out our full report on page 134 - but rest assured, it's hugely enjoyable.

Showing that Capcom haven't forgotten about other genres, another sequel to 1942 was on display. 19XX was the name of the new product and featured more of the same popular vertically scrolling action, albeit with some improved audio-visuals.

Most interesting of all was Capcom's announcement that it has paired up with Takara to bring Toh Shin Den 2 to the arcades. The new game has significantly superior graphics to the original title along with the arrival of two new characters - pictures of which you'll find on these pages. The game will be ported onto the home PlayStation very, very soon.

Capcom Reveal Marvel Super Heroes!

SUPER MARVEL ACTION!

Just starting to appear in arcades now, Capcom's Marvel Super Heroes is well worth checking out. The company have taken the one-on-one fighting game another step forward with more advanced combinations, more graphics on-screen and plenty of power-ups. The game is a pseudo-follow-up to X-Men, based on the Infinity Gauntlet crossover series. We've had a playtest on the game and came away incredibly impressed - we really do have to wonder whether this could be successfully converted to the home systems.

SEGA STEAL THE SHOW

Sega took the opportunity to really go to town with their products on their huge stand and had a great deal of excellent games. In a move that reflects how home technology and the arcades are slowly merging, Sega also showed their hot new Saturn products too.

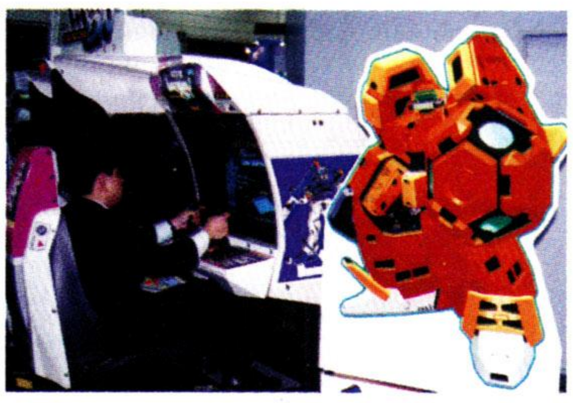
Taking pride of place in Sega's line-up had to be AM3's mind-blowing Manx TT SuperBikes. Using the Model-2B technology found in the unforgettable Sega Rally Championship, this title features incredible realism. Again, Sega's designers have created an excellent cabinet. Although handlebars are present, most of the cornering is achieved by leaning into corners... just like real life. Sonically speaking, AM3 has equalled their achievements with Sega Rally by producing some outstanding samples. The Manx display at the JAMMA was (as you can see from our pictures) superlative, with eight-player link-up proudly on display. Mark our words, this is going to be one of *the* major coin-ops of the year. Expect to see a resurgence in the popularity of Sega Rally with a new, cheaper stand-up version coming to the UK soon.

AM3 REVEAL MANX TT

Of the two new AM3 products, Manx TT was by far and away the most popular, easily eclipsing Virtual-On. The graphics look Sega Rally-esque (only more detailed), but the overall feel of the game is even better. After a while following in AM2's footsteps, AM3 are now distinguishing themselves with some incredible arcade titles.

Manx TT and Fighting Vipers are set to impress!

AM2 returned to the fore with Fighting Vipers - another Model-2B product. Although there was some unkind talk that this was simply a fill-in for the non-appearance of Virtua Fighter 3, it has to be said that the game attracted a great deal of interest in its 60% complete form. Basically, imagine Virtua Fighter 2 with a more American feel, weaponry and no ring-outs (players can jump and bounce off the surrounding fence) and you're pretty much appraised of Fighting Vipers' gameplay - overall, eight characters are initially selectable, although only six were available for play on the actual day. There is a nice new feature involving the addition of armour to your character, and Yu Suzuki certainly seems happy with his latest work, revealing plans for a Saturn adaptation - "It's not a matter of can or cannot - but it is a *must* to develop a Saturn conversion of the new Fighting Vipers."



Adding to the AM2 contingent was the appearance of the final version of Virtua Cop 2. Those hoping for a major revision of the first game are in for a disappointment. The graphics are far superior (running at 60 frames with far more animation and texturing) and there is a choice of routes through each level, but otherwise it's more of the same excellent Virtua Cop action. There's plenty of AM2 humour as well - one of the bosses creates havoc by throwing barrels and boxes at you - but as a parting shot before he bites the dust he picks up a van and hurls it in your direction! Entertaining stuff.

The usually less-prominent AM1 had a new 3D product on display, again using the Model-2B technology. After all the build-up, fuss, and general hype, the finished version of Indy 500 was met with only a small measure of enthusiasm. Although very playable, the game seems like a graphical step backwards after the superlative visuals seen in Sega Rally and even Daytona USA. Manx TT was clearly light years ahead of Indy.

Of more interest was the oddly titled Virtual-On (which looks like being named as Sega Cyber Troopers for the UK market). With its dual joystick tank-type cabinet, this game looked instantly reminiscent of Namco's CyberSled - only with Gundam-style robots instead of tanks. Gameplay-wise, it's very similar as well. The animation and 3D are excellent, but just like CyberSled, its appeal in the long-term is limited, but as a two-player duel, it certainly has its moments - well worth a credit or two down at the local arcade palais.

Also to be filed under "quite interesting" is yet another Model-2B game - SkyTarget. From the screenshots you may imagine this to be a match for Namco's System-22 Air Combat, but you'd be wrong. Despite some utterly brilliant graphics, the game is little more than a 1995 enhanced version of the classic Afterburner, with polygon-generated visuals, some great special effects and a choice of aeroplanes...

FIGHTING VIPERS!

Whereas Virtua Fighter 2 concentrates heavily on realism, Fighting Vipers is meant to be more of an easily accessible arcade game. It sticks to the established VF control system with three buttons - guard, punch and kick - but includes new additions such as armour to increase interest.

AND SATURN TOO...

It's extremely unusual for home products to get any coverage at JAMMA, but Sega reversed that trend by showing all three of their potential megagames. Of course, the 60-70% complete version of Virtua Fighter 2 gained the most attention, and key members of the Saturn conversion team including chief programmer Keiji Okayasu were at hand to gauge reaction to their herculean efforts on the first day of the show. We won't waste too much time about VF2 here - you can read all about it in the main Extended Play this month, but Mr Okayasu did let on that the development of the game is now reaching its conclusion and that they were more progressed with VF2 than they were with the original at the same time last year. "It was a show for arcade games, but I was surprised to see so many people gathering around the demonstration for the Saturn version," he said. "The people that had tried the game came back to me with some harsh criticisms, so there is still some work to be done". From what we saw the game was excellent, but the recent version revealed in this issue is light years ahead of the JAMMA game - look to page 6 for the beginning of our awesome VF2 coverage.

The quality of the Virtua Cop conversion astounded delegates (read more on page 116, directly after this feature) but even more popular was Saturn Sega Rally Championship, which is absolutely fantastic - as you should be able to discern from the coverage this issue. The reaction to the Saturn games shown was very warm indeed and this could pave the way for an invasion of home titles gate-crashing the next JAMMA.

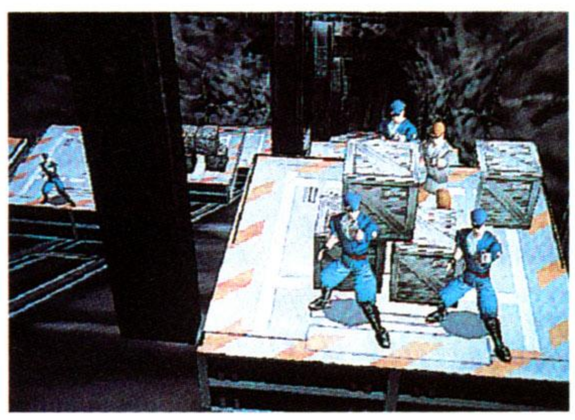
MAXIMUM NEWS

THE RISE AND RISE OF NAMCO

A very busy show for Namco, packed with exciting new products. Tekken 2 pulled in the crowds, and at the JAMMA, a version was shown which had all the bosses selectable (Kazuya and the Devil remain unusable... at the moment).

Another System 11 title that looks absolutely fantastic is Soul Edge. Like Sega's Fighting Vipers, the game is a one-on-one fighting title with Toh Shin Den-style weapons-based combat. The graphics truly impressed, with an incredible range of spectacular effects, including switches from night to day, speed blur on the blades and some notable parallax scrolling effects.

Also creating a bit of a fuss was the System-22 based Time Crisis. Clearing inspired (and indeed competing with) Sega's Virtua Cop series, Time Crisis features graphics that a match for the new AM2 game and also includes a new feature - a foot pedal is used to jump out from cover and attack - let go and your character dodges behind the nearest cover and reloads. It's certainly an interesting idea, and the game also benefits from some kind of recoil on the actual gun - a feature definitely lacking in Virtua Cop 2.

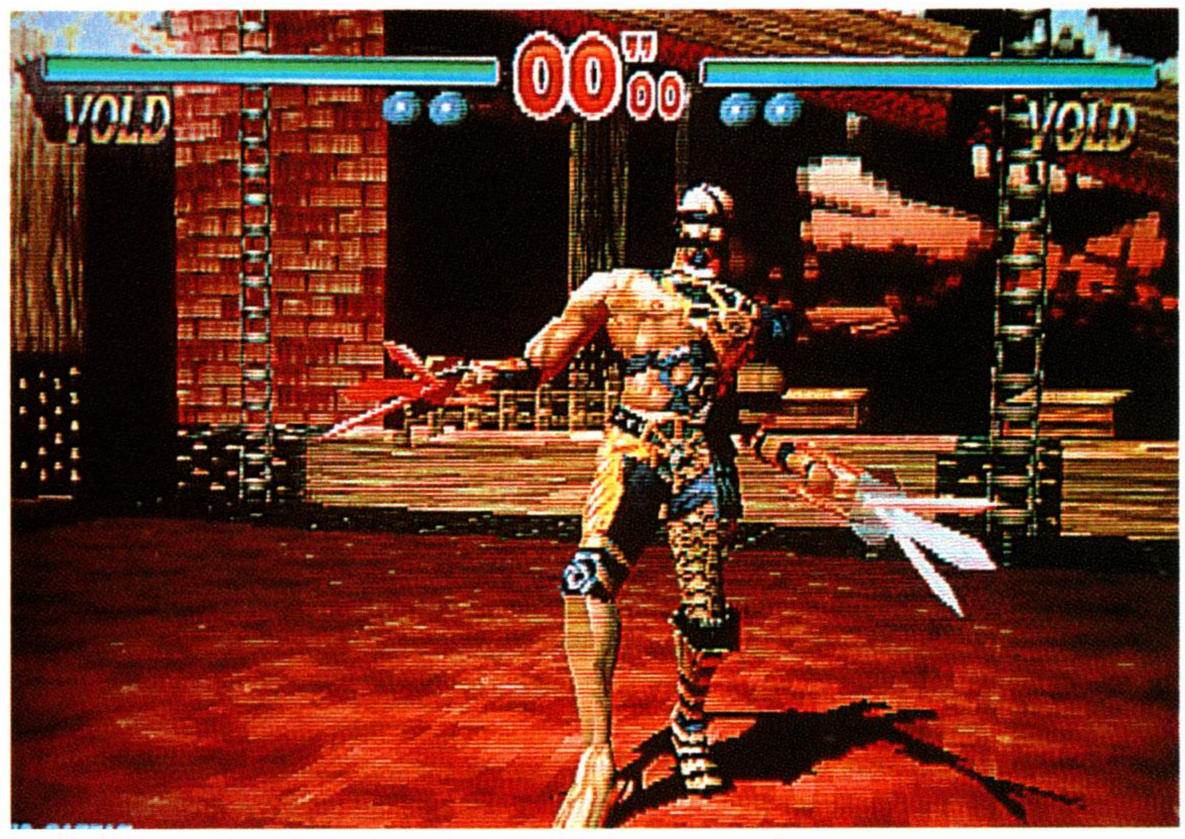


NAMCO COIN-OP HITS

Namco's range of new arcade machines managed to attract a great deal of interest at the JAMMA show.

Time Crisis (above) is clearly supposed to compete with the new Virtua Cop 2 coin-op - and does a good job too with some excellent texture-mapped visuals and some original new features.Dirt Dash (right) does bear some resemblance to Sega Rally - only with a wider variety of off-road vehicles to master, including a rather large 4x4 (right).

Both games remain unreleased at the time of MAXIMUM's deadline, although you should see both titles in UK arcades by the New Year. Rest assured, as soon as they do appear MAXIMUM will be carrying out something of a rather large play session down at the Namco WonderPark.



Namco's latest driving simulation, Dirt Dash, also debuted at the JAMMA. Featuring the same kind of off-road racing as popularised by AM3's Sega Rally, Dirt Dash features more variety in both the stages and the vehicles and could prove quite intriguing.

Finally, Attack of the Zolgear was announced. This is basically a facelift for Namco's gargantuan Galaxian3 coin-op, featuring two new LaserDiscs' worth of pre-rendered arcade action.

THE RENAISSANCE OF KONAMI

One of the most respected names in the coin-op industry has to be the Kobe-based Konami. Their coin-ops were some of the most rampantly playable during the 80s and in this decade, Konami seems to have shifted the emphasis of their operation from arcades to home. With this JAMMA Show, Konami intended to show that they were back in the arcades with a vengeance.

Easily the largest coin-op at the show was also the most graphically incredible. Speed King is a veritable rollercoaster ride of an arcade machine. The CG graphics far outstrip anything yet seen in the arcades. Imagine WipeOut taken to the very limit of its graphical potential and you might have some inkling of what this Konami epic has in store. The actual cabinet is also awesome. Step into the two-seater cockpit (you can take a passenger along for the ride), strap yourself in and experience some exceptional E-maginator-style simulator effects - only this time you're in control of the action.

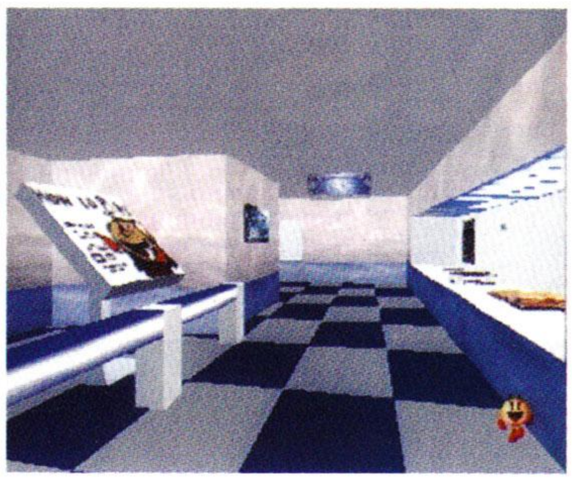
More CG action was available in the form of Midnight Run: Road Fighter 2. Although quite enjoyable, it was overshadowed by the awesome visual excesses of other titles at the show, but it does show that Konami is intent on recapturing its former prominence in the arcades by coming up with state of the art 3D technology.

Seemingly reminiscing over previous coin-op triumphs, the new shooter Vic Viper looks set to impress. Seasoned gamers may recognise the name as being from the ship you controlled in Gradius. In fact, it must be said that Konami always come up with excellent names for their ships (who can forget the legendary Warp Rattler?).

INTRODUCING SOUL EDGE

One of the games we are most looking forward to is Soul Edge. Namco have sacrificed some of Tekken's speed to produce some sumptuous System 11 visuals. The backgrounds are far more detailed than Tekken's and the range of graphical effects in the game makes this look really special. The game was quite far off completion at the JAMMA show and it is understood that Namco are in the process of improving the graphics still further and adding in a huge array of techniques for each character.

As soon as this hits the arcades, be sure to read MAXIMUM for the full Extended Play treatment.



Introducing the NAMCO MUSEUM

PS NAMCO
EIGHTIES ARCADE CLASSICS
NAMCO MUSEUM
AVAILABLE SOON IN JAPAN, PRICE UNCONFIRMED

Namco are one of the most established, respected arcade houses in the business with some of the most popular coin-ops ever to their credit. The Namco Museum Volume I is a PlayStation product that takes us back to the halcyon days of the early '80s when Namco's dominance of the coin-op industry was assured with one stunningly original, hyper-playable game after another. The Museum features pixel-perfect copies of games of yore - the full list being PacMan, Bosconian, Galaga, ToyPop, Rally-X and the New Rally-X. Recently added to the line-up is the grand daddy of the racing genre - the unforgettable Pole Position. These were the days when Atari and Williams (see the other nostalgia piece below) were at the peak of their creative powers - but even these respected companies couldn't match the barrage of hits that Namco released in the arcades.

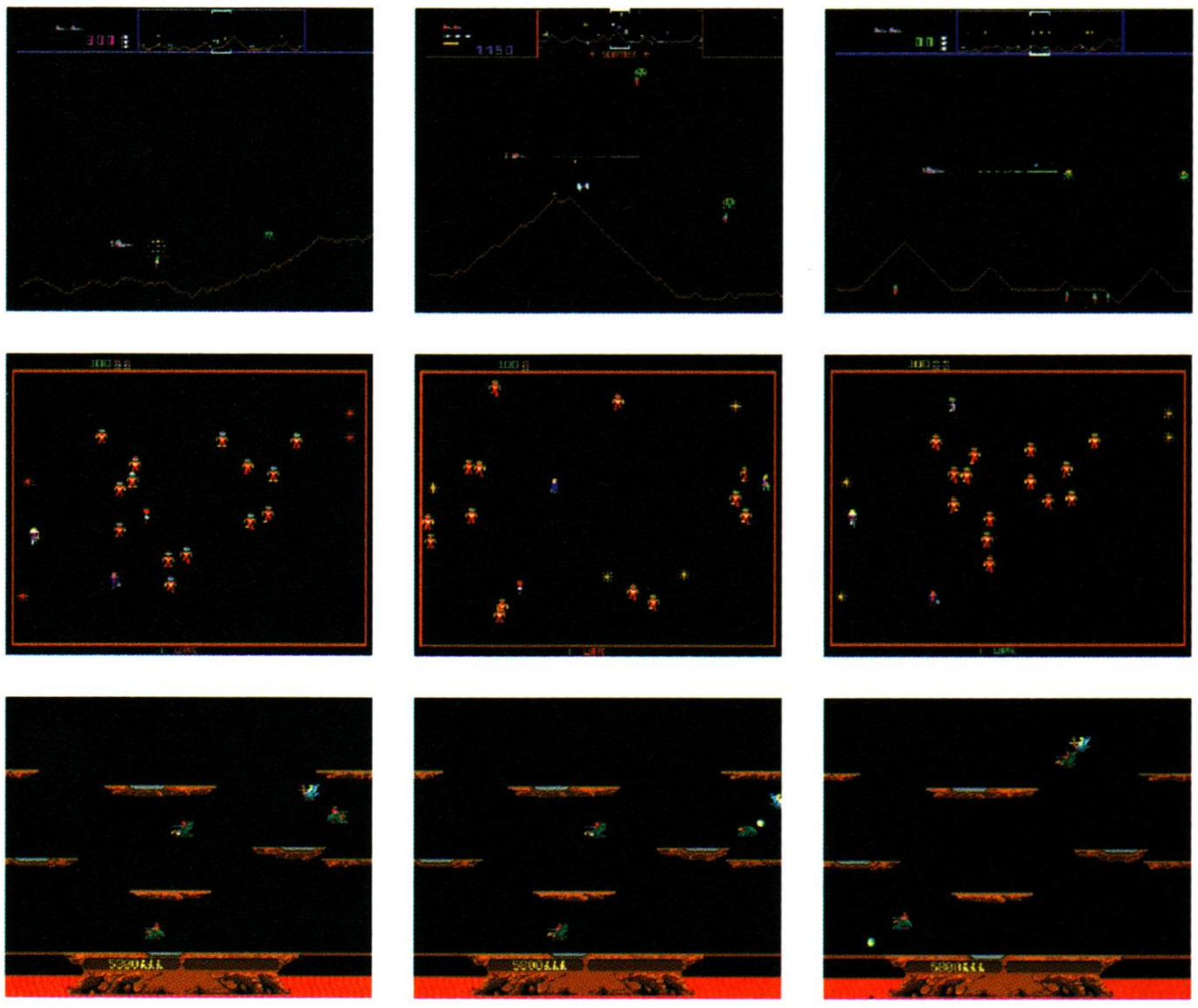
As well as playing pixel-perfect conversions of the games, the Museum also features a fully 3D rendered museum which you can visit to check out the varying arcade cabinets, posters and merchandise that was released with these coin-op games.

Namco Museum Volume 1 is definitely a collection for nostalgic arcade-goers, who'll be pleased to know that the second collection (featuring Cutie Q, Gaplus, Mappy, Grobda, Dragon Buster and the first vertically scrolling shooter ever - Xevious) is currently in the works.

An official UK release hasn't been confirmed yet, but **MAXIMUM** believes that the Museum Collection would be a great limited edition package to release for die-hard PlayStation-owning Namco fanatics.

PacMan... Galaga... Pole Position... arcade-perfect on PlayStation!

Continuing the COIN-OP nostalgia



PC GT
WILLIAMS COIN-OPS
ARCADE CLASSICS
AVAILABLE NOW, PRICE UNCONFIRMED

If you're a fan of older arcade machines, but don't have access to a PlayStation, you might like to try out the Williams Arcade Classics Collection, recently released by GT Interactive for the PC.

The centrepiece of the collection is an excellent emulator system that actually allows the PC to run the old arcade code. That being the case, you're guaranteed arcade perfect renditions of Defender, Sinister, Joust, Defender 2 and, er, Bubbles (obviously, this one isn't *quite* so well known as the others). Everything is in there - all the gameplay, all the sound, all the now-awful graphics. Playing these old games again was an absolute pleasure and is a testament to the genius of Williams' Eugene Jarvis - Defender and Sinistar stand out as being totally compelling games (still) and come as a breath of fresh air after the usual PC 3D titles and FMV-based pokery.

Let's put it this way: in terms of raw playability, it remains clear to **MAXIMUM** that today's programmers could learn a trick or two from games like these. Forget Mortal Kombat - the Williams Arcade Classics Collection shows the company at its very best.

WILLIAMS COIN-OP MASTERPIECES!
Three of the games on offer from the Williams Arcade Classics Collection - top: Eugene Jarvis' classic Defender, middle: Robotron, bottom: Joust.

Classic coin-op code running under emulation on the PC!

MAXIMUM NEWS

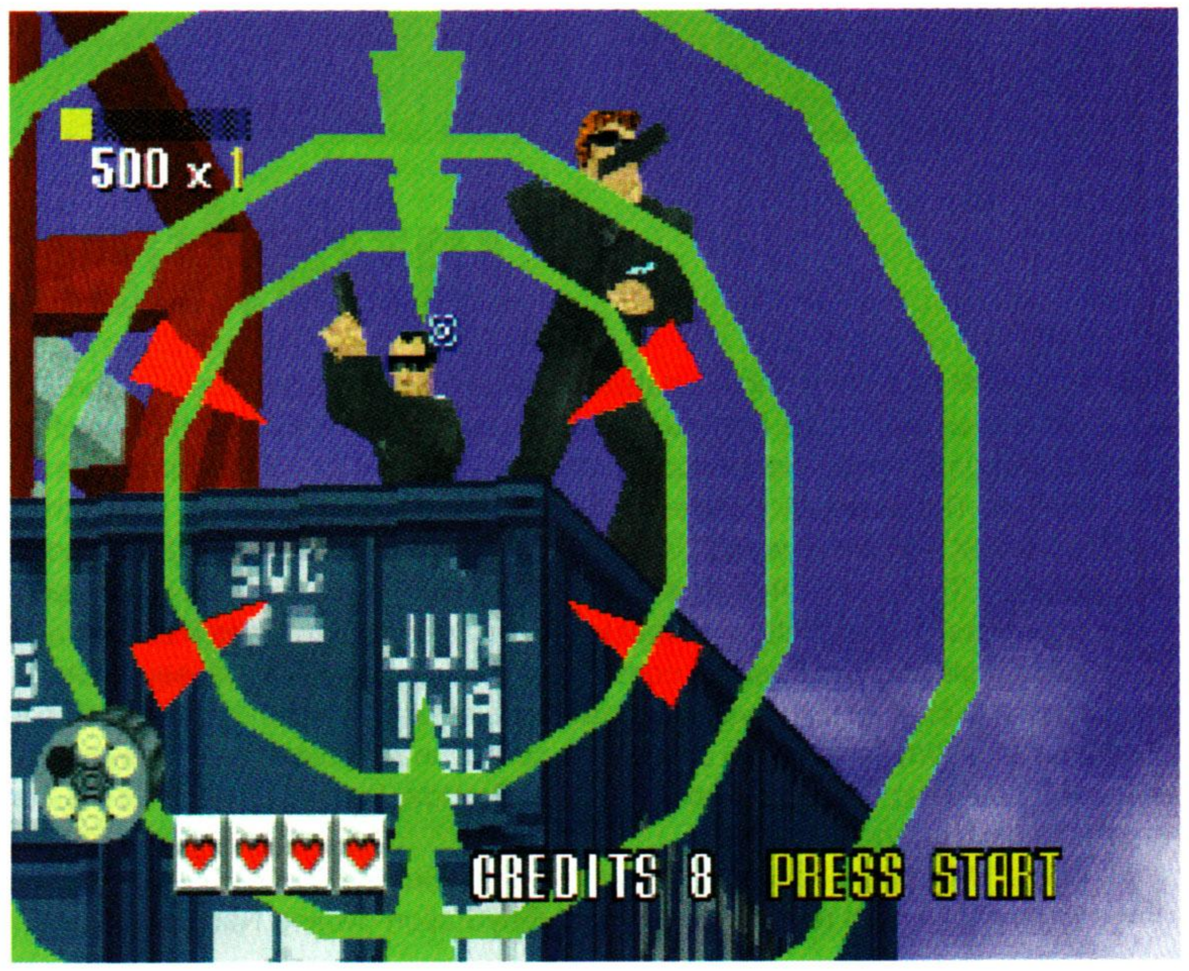
SS SEGA

GUN FIGHTING COIN-OP ACTION NOW ON SATURN
VIRTUA COP
AVAILABLE **DEC 8** IN THE **UK** PRICE **£59.99** WITH GUN

FORGET QUESTIONS

VIRTUA COP

As this issue of MAXIMUM went to press, Sega Europe were preparing for their onslaught on the Christmas market, very much aware that Sony have seized the initiative with their 29 September PlayStation launch. Starting their Christmas assault is a long awaited conversion of the top AM2 arcade game, Virtua Cop.



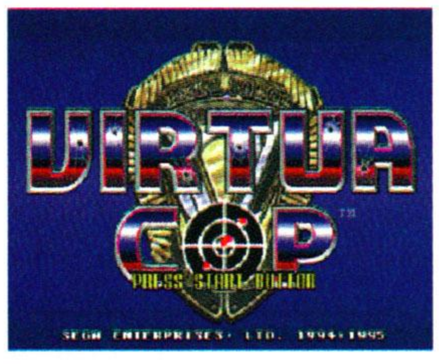
The second AM2 title to use Sega Enterprise's proprietary Model-2 arcade technology, Virtua Cop redefined the point 'n' shoot blasting game made popular by Taito's Operation Wolf series of games. AM2 took the genre into the 1990s with a 3D take on the style. Polygon technology enabled the group to create realistic 3D scenarios that the player could blast in, with enemies opening doors and jumping out at you, hiding behind barrels for cover and running at you in 3D, all guns blazing. Whilst not a hit for Sega in the same way as Daytona or Virtua Fighter 2, there was absolutely no doubt that the game attracted a cult following, impressing many with the 3D visuals and the Reservoir Dogs style scenario.

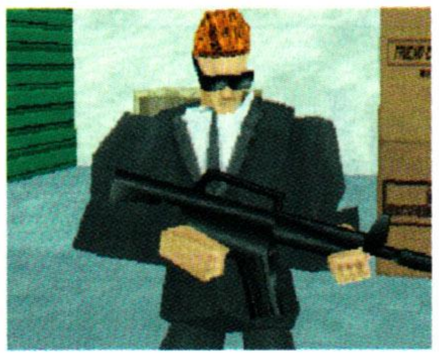
The conversion onto Saturn began just before the completion of AM2's Daytona translation in March. AM2's Research department has just finished work on the Sega Graphics Library - the mainly 3D based operating system that provides the visual power base for both Virtua Fighter 2 and Virtua Cop. With the routines in place, the conversion team headed up by AM2's Takeshi Isono had no problem in getting a near coin-op perfect conversion of the first stage of level one ready in time for May's Electronic Entertainment Expo (E3) in Los Angeles, where it was undoubtedly the most impressive Saturn product on display, way ahead technically from Virtua Fighter and Daytona USA which were used to launch the machine. With the aid of the SGL, Virtua Cop runs at a rock solid 30 frames a second - the same speed as Sega Rally, WipeOut and Ridge Racer. The frame rate remains steady despite there sometimes being a large number of on-screen meanies.

From there, the development of the product was pretty straightforward. Once the first level was complete, Mr Isono's team moved onto the third level, which was chosen as it was more complicated than the second and thus more worthy of attention that the second building-site scenario. Again, the game met with a rapturous response at the various exhibitions - the Tokyo Toy Show and UK ECTS trade shows revealing the Virtua Gun designed by AM2 especially for the game.

MAXIMUM has enjoyed something of an extended play session with the game and came away very, very impressed. As a taster of the 3D loveliness to come on Saturn, it's impressive, and to be quite frank, when used with the Virtua Gun, it's extremely close to the arcade game. In fact, as is the norm with an AM2 product,

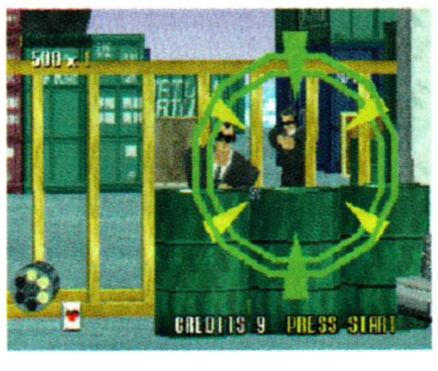
Only Sega can give you coin-op conversions of this quality!!





ENTER THE INTRO!

With their real-time 3D attract mode, AM2 have successfully copied the introductory sequence from the Model-2 arcade original.
In fact, the Saturn version looks a bit better, thanks to some additional texture-mapping (for example on the police car as it zooms towards the screen at the beginning of the introductory sequence). Virtua Cop's looking good.



STAY ON TARGET!

The usual AM2 liking for a decent options screen shows in Virtua Cop. One of the more interesting selectables concerns the targetting system employed by the game. Usually, this zeroes in on the most dangerous meanie, basically telling you where to shoot - an option exists that enables you to turn off the targets and thus shoot wherever you feel like it.

Detect the dangerous enemies and automatically lock on target!!

RUNNING EMPTY!

You will need to master the 'Egg Toss' before you start to explore Yoshi's island. Use eggs to blast the red flowers that block your route. Press the A button to activate the aiming cursor.
You will need to master the 'Egg Toss' before you start to explore Yoshi's island. Use eggs to blast the red flowers that block your route. Press the A button to activate.

Hyper-realistic gun fighting only on Saturn!!

the Saturn version benefits from some extra enhancements. A special training mode is included which randomises targets on-screen, along with duels against either the CPU or another player. If we're being a bit vague here it's because it hasn't been coded into the game in the version we've seen and all we have to go on are some dodgy Japanese translations.

We'll be taking a look at the final PAL version of the game for our reviews sections in **MAXIMUM** issue #3, and the first review of the product can be found in SEGA SATURN MAGAZINE issue #2, which has a rather splendid Virtua Cop cover. However, rest assured, we're getting our materials together for an excellent Cop Extended Play feature for the next issue, which (if all goes to plan), should look rather special...

WATCH THE CIVILIANS!

With a gun in your hand and a vast amount of meanies to kill, you can tend to get a bit carried away with the shooting action. It's best not to as the occasional civilian crops up begging not to be shot. Should a loose round reach one of them, you lose one your hearts at the base of the screen. Getting through the game takes quite a lot of skill, and it really helps to use the light gun as opposed to the joypad.

VIRTUA COP SHORT STORIES

***A Japanese** retail date of 24 November has been set by Sega of Japan, with a super-fast European PAL translation hitting the streets in the UK in early December. Nothing has been confirmed yet, but **MAXIMUM** expects to see the game in the shops by December 8. This represents quite a triumph on Sega's behalf, who usually wait up to eight weeks for the arrival of a decent PAL translation.*

The fact of the matter is that to remain competitive in the face of the Sony "feel-good factor", Sega Europe needs to get the decent quality second generation Saturn software out there as quickly as possible. Of course, this could lead to the production of inferior PAL conversions, with horrible let-terboxing and 17.5% speed differences. The good news is that Sega Europe appear to be taking the conversion process seriously, allowing the Japanese to spend plenty of time getting it just right. If Sega are to be believed, we can expect to see full-screen, full-speed PAL conversions on all three of their "big" games - Virtua Fighter 2, Sega Rally and of course, Virtua Cop.

Two Virtua Cop packages will be available in Japan. One pack will contain the game alone and will retail for around the £45 mark. A package with the gun bundled in is also planned - expect a retail price of around £60.

Unlike Nintendo's SuperScope and Sega's own Menacer, the Virtua Guns (or Stunners, as they're known in the US) do not need any TV-mounted receiver box in order to operate, plugging directly into the Saturn. Due to UK law, Sega are unable to produce black guns (because they look too realistic), so instead, we get luvverly shocking blue photon firearms.

***MAXIMUM** has seen light guns come and go. Both the SuperScope, the Menacer and Konami's Justifier guns died a horrible death. Let's hope that Sega can produce more games to work with their impressive-looking guns. How about a game where you control where you move about in a 3D world with a joypad in port one, shooting meanies with the gun plugged in port two?*

INTERACTIVE SCENERY!

With its 3D engine in place, Virtua Cop allows for some spectacular interaction with the scenery. As well as the usual background blasting, some items actually aid you in your quest. Destroying barrels tends to result in an absolutely *huge* explosion that takes out several enemies at once.

SS SCAVENGER | MORE ON SCAVENGER'S SATURN STUFF
SCORCHER
RELEASE AND PRICE DETAILS UNCONFIRMED

THINGS ARE MOVING

LATEST SCAVENGER UPDATE

Just before our deadlines, MAXIMUM received playable demos of two of the most eagerly awaited Sega Saturn titles: Amok and Vertigo (now known as Scorcher). Pioneered by Scavenger groups Lemon and Zyrinx, these two titles are Sega's brightest hopes in showcasing the Saturn - a machine that many coders find too difficult to program to an effective level (a quick glance at the reviews section this month is enough to prove this). So, why are the Saturn and PC Scavenger games receiving so much attention?

Booting up Scorcher begins as something of a hyper-impressive experience. Sega Rally succeeds in showcasing the Saturn's under-used 3D capabilities, but the Scavenger game is seemingly light years ahead of the best that Sega of Japan have offered. Indeed, in a recent drive to increase the amount of US Saturn developers, Sega of America have released pre-release copies of Virtuas Fighter 2 and Cop, Sega Rally and the Scavenger games as evidence of the system's true power. According to SOA, Scavenger is "a studio that's defining how great the next generation of Sega Saturn games will be." High praise indeed.

A quick glance at the programming credentials of Scorcher's Zyrinx originators is enough to convince you that you're on to a good thing - SubTerrania came from the same team and revolutionised shoot 'em up gameplay on the Megadrive. The follow-up, Red Zone, must rank as one of the most under-rated blasters on Sega's 16-bit system, providing an uncanny 3D environment similar to the old sprite-scaling and rotational coin-ops pioneered by Namco with older releases like Metal Hawk and Assault.

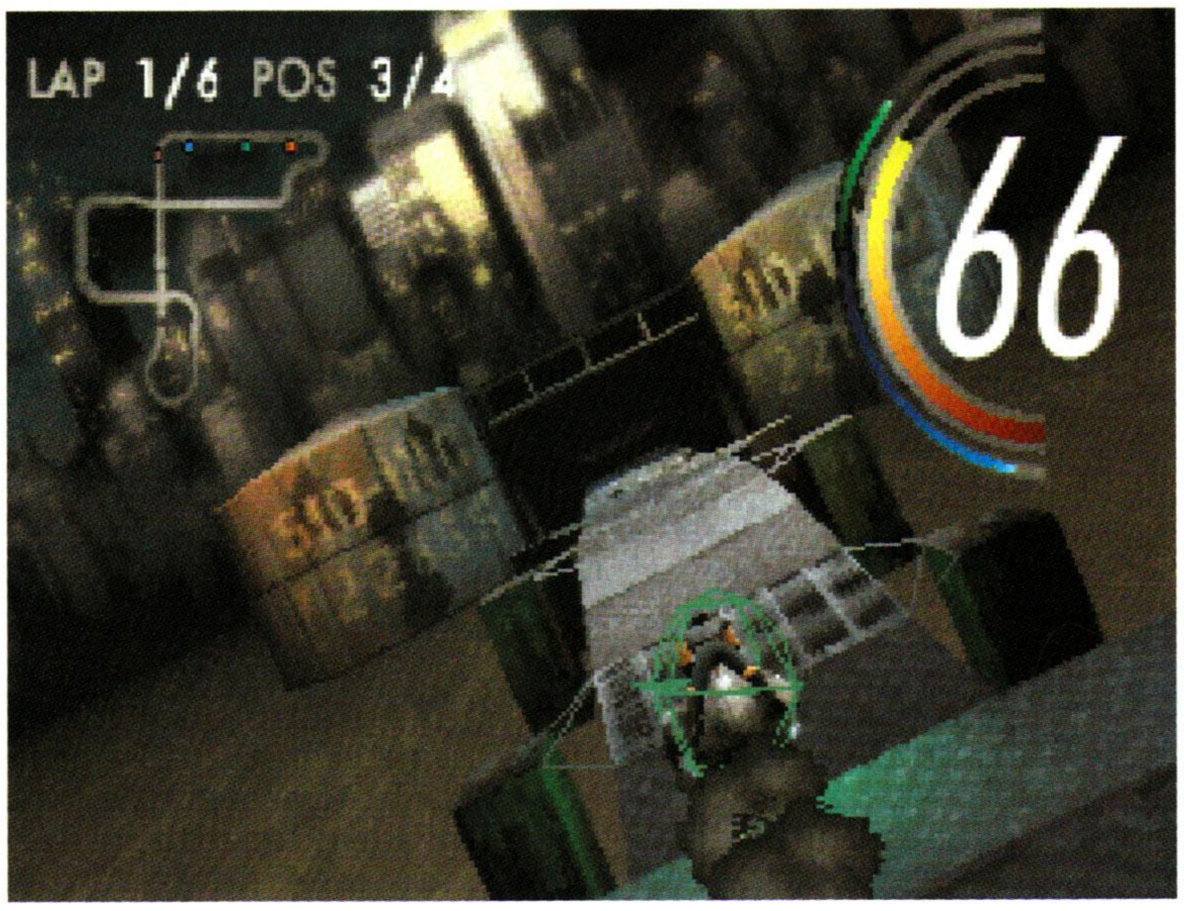
ZYRINX ENTER THE NEXT LEVEL

Scorcher follows up this pedigree well. The 3D on this title is quite breathtaking - running at a constant 30 frames per second (the same as Sega Rally and PlayStation WipeOut), Zyrinx's title effectively showcases the true power of the Saturn's VDP1 videochip, stuffing more polygons on-screen than any other title you care to mention. Says Scavenger's Daniel Small: "Scorcher is running at 30 fps and is doing more polygons with smooth sorting and clipping than any PSX title. It has real 3D collision checking within a real 3D environment. The shadows are all real-time ray trace simulated."

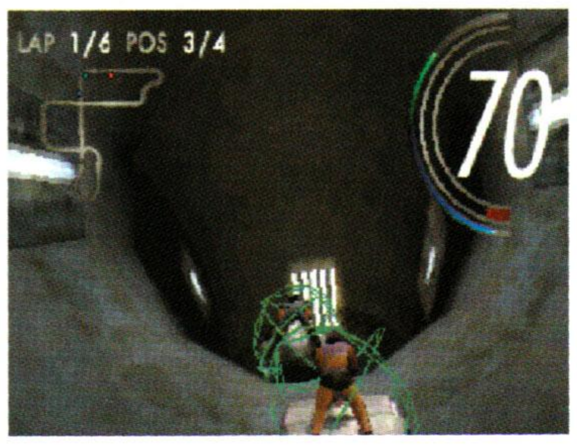
What's more, the title's look is improved because it runs in high-resolution and can produce up to 32,768 colours on-screen at once. Even Sega Rally's visuals are put in the shade by Scorcher.

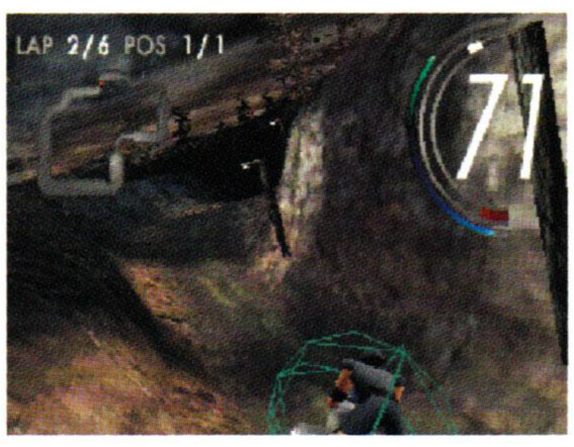
Two levels are available for play in the demo we received - the first is the space-based track revealed in **MAXIMUM** issue #1 and first showcased at the E3 Show in May. More impressive still is the city-based track of level two, which features some extremely impressive lighting effects from the street lamps. Let there be no doubt: visually, Scorcher is a bit of an eye-opener.

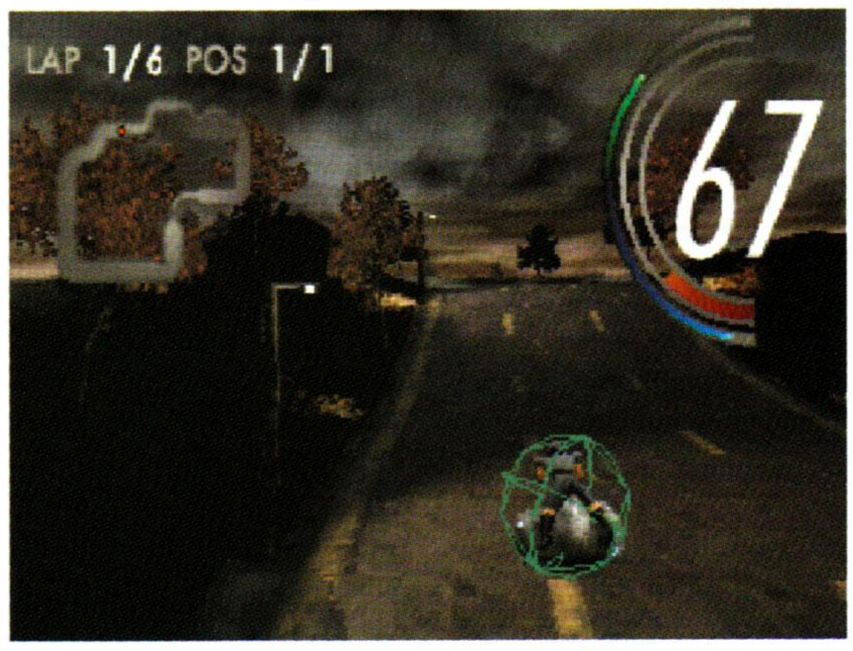
The disc we played is labled as a technology demo and it's clear that although the visual engine of the game is nigh-on complete, plenty of work still needs to be done on the gameplay. Still, there's lots of time before the project nears completion (and a European publisher has still yet to be signed), so hopes are high for an awesome quality Saturn racer. All eyes are on Zyrinx to deliver!



LEVEL ONE NEARS COMPLETION
We first saw the first level of the game at the E3 expo in Los Angeles in May. The level is almost complete and visually, it's worlds apart from other Saturn road racers.







SECOND STAGE REVEALED!
The new Scorcher demo shows a small section of the second stage in action. Set on city streets, the level benefits from some superlative lighting effects and outstanding texture-mapping.

Scavenger redefine the graphical limits of Sega Saturn with the forthcoming Scorcher!

SCAVENGER RUN AMOK

Definitely more advanced than Vertigo at this stage of development is Scavenger's other Saturn project: Amok, from newcomers Lemon. As reported in the last issue of **MAXIMUM**, the game runs with an advanced 3D B-Space engine, using the full-power of the Saturn's pixel-engine, the VDP2 chip.

With its fractal-looking landscapes and eerie underwater effects, Amok certainly looks very nice indeed and looks like being an effectively debut for the Lemon team.

ONE PLAYABLE LEVEL AT MAXIMUM OFFICE!

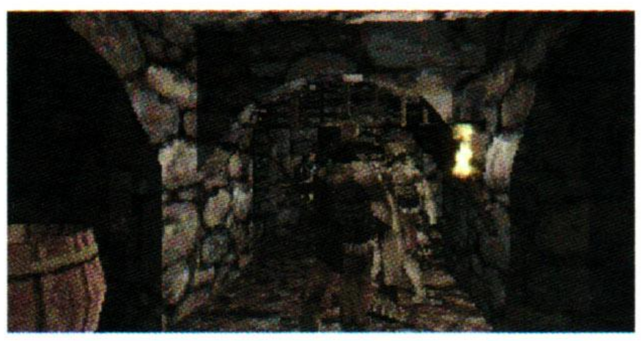
The first stage of Amok is set underwater and it's your job to beat off sharks, divers and missile emplacements as you track down an undersea research lab and then destroy it, using bombs, missiles and cannonfire

Let's go back INTO THE SHADOWS

The release of a character demo for Scavenger's PC title Into The Shadows has certainly brought home the title's importance. Already, favourable comparisons are being made between the Triton team's work and the forthcoming id monster, Quake. **MAXIMUM** has now seen both games in action (albeit in pre-alpha stages) and can report that at the moment, there's very little to distance the products' quality graphically.

Gameplay is going to be the major difference - Scavenger's game is an exploration title with large helpings of beat 'em up action whilst id's forthcoming product promises an action game with some RPG-esque overtones.

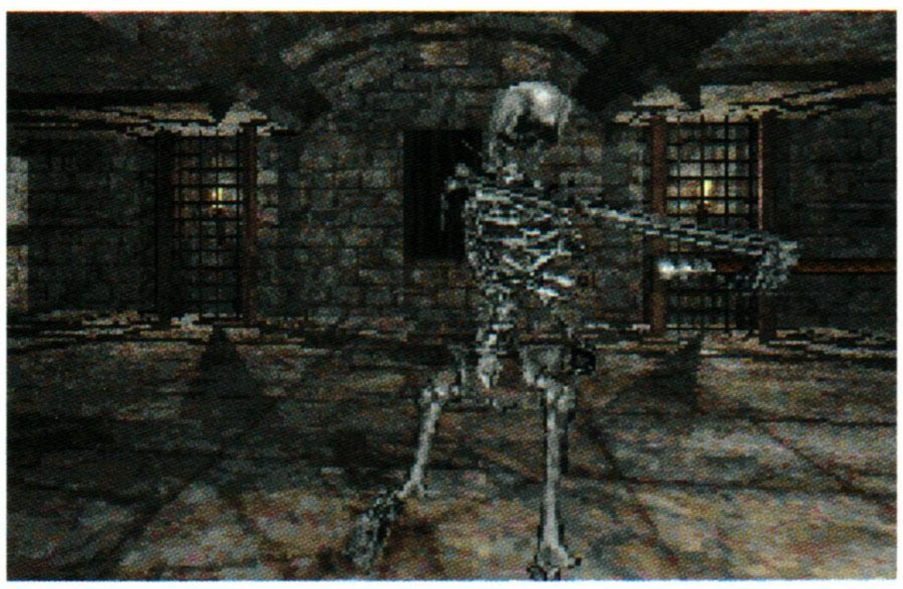
MAXIMUM is pleased to announce that Into The Shadows is not going to be a PC exclusive title. Scavenger have revealed that the PC version should be complete in time for February 1996, with a Sega Saturn translation tentatively planned for June.

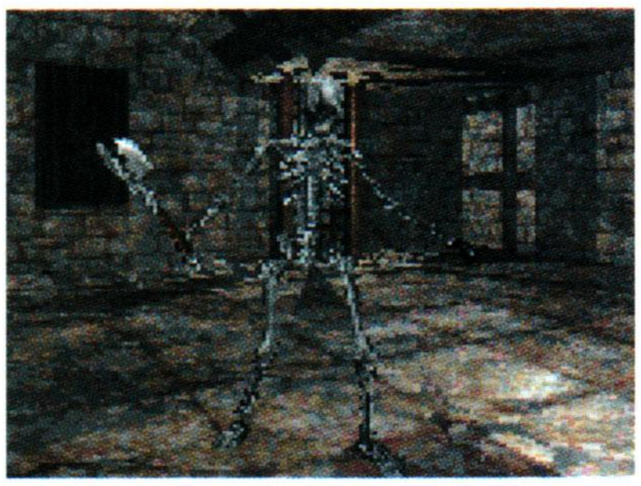


The monsters! They are alive!!

TRITON EMPLOY ADVANCED MOTION CAPTURE TECHNOLOGY!

The movement on the characters in the game is superb and it comes as no surprise to discover that Scavenger's Triton team have employed motion capture to give their creatures an incredible sense of realism. Scheduled for February '96, Into The Shadows is guaranteed to be hot.





SCAVENGER RELEASE CHARACTER MOVEMENT DEMOS!

PC owners are now getting their first taste of Into The Shadows - a real-time character movement demo has been released showing three creatures and the game's heroes performing their moves.

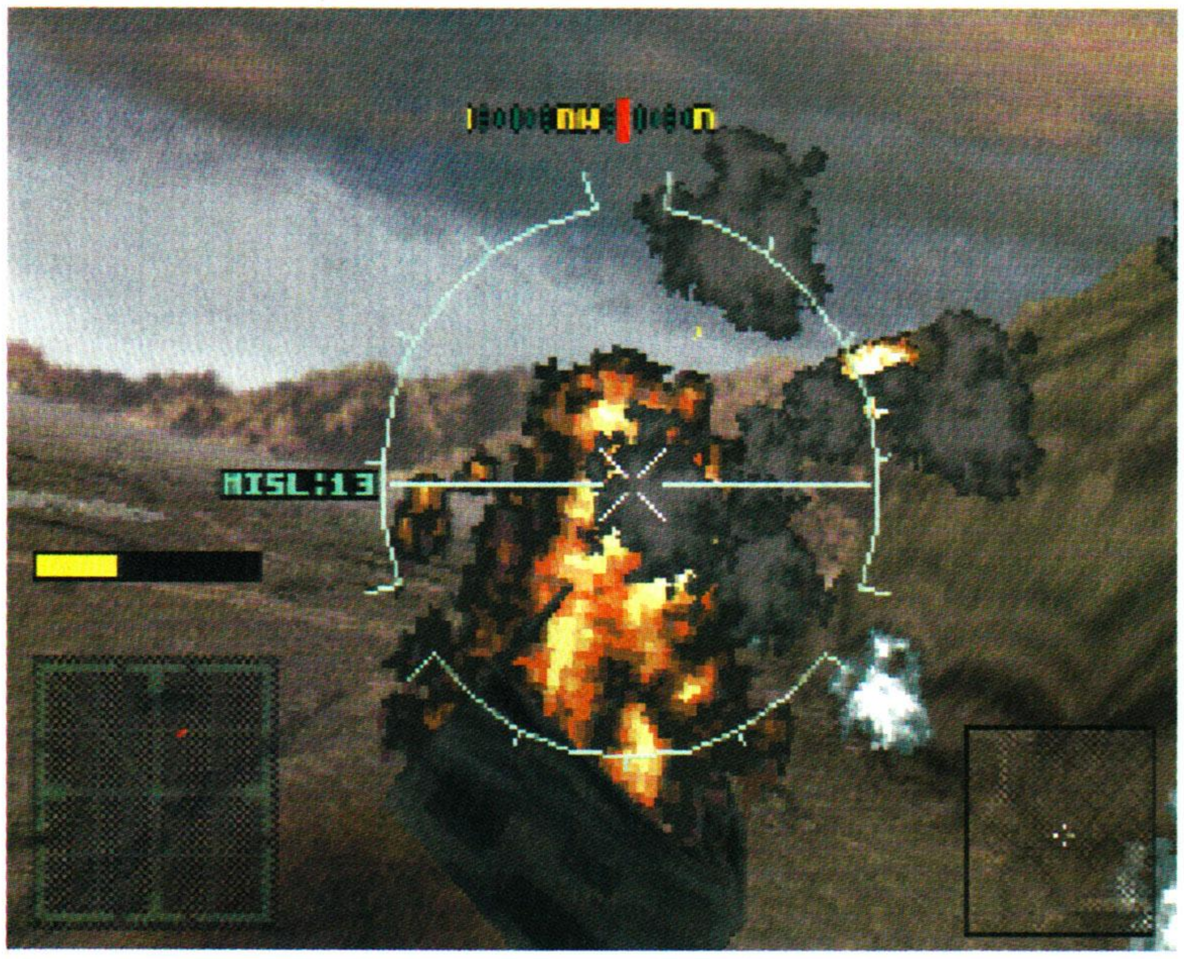
MAXIMUM NEWS

SS CORE

THUNDERHAWK 2 DEBUTS ON SATURN
FIRESTORM
AVAILABLE **DEC 4** IN THE **UK** PRICE UNCONFIRMED

IN THE AIR TONIGHT

FIRESTORM - THUNDERHAWK 2



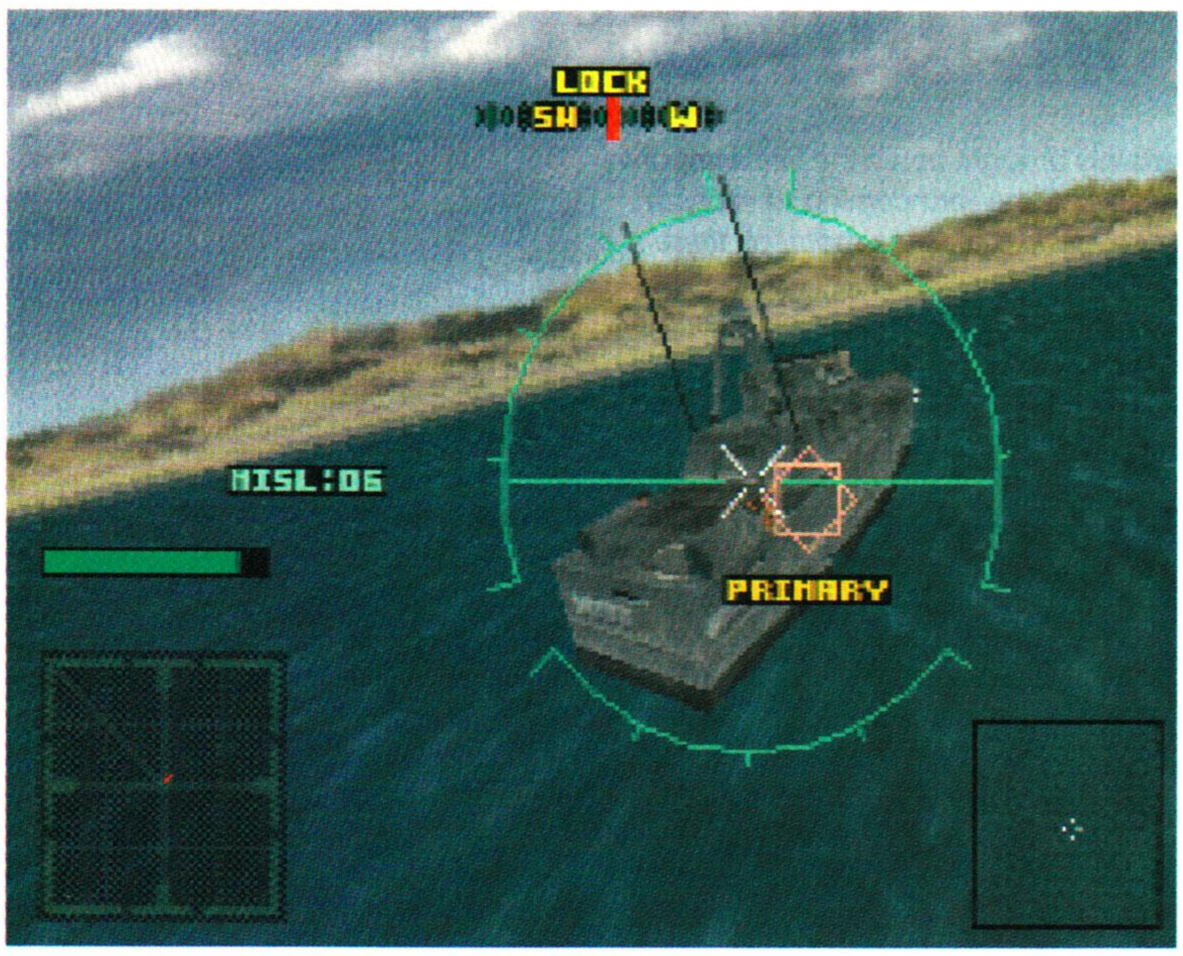
Core Design are one of England's finest developers with a history of quality gaming over all formats. On of those formats was the Mega-CD, whereon they created Thunderhawk - one of the best games you could get for the ill-fated add-on. And now the sequel is coming our way on the PC, PlayStation - and the Saturn (which is where the shots come from).

Thunderhawk 2 places you in command of the latest hi-tech battlecopter; the AH-73M attack helicopter, waging war across numerous areas of conflict across the globe in the year 1999. Choose from a list of nine war campaigns, equip your chopper with a variety of heavy ordinance, and fly into battle, comfortable in the knowledge that you are piloting a state-of-the-art killing vehicle.

This soon-to-be-released arcade helicopter sim is shaping up to be something quite special, and as you can see from the screen shots, the graphics look significantly superior to the first Mega-CD-only Thunderhawk game. Although around 40 percent complete, the game engine is in place, as are a variety of polygon tanks, APCs, warships and enemy attack helicopters. Fly under bridges, skim across lakes, 'pop up' from behind hills, or simply cruise through an enemy encampment in an attempt to purge your area. The control system is fluid and easy to use, and the three viewpoints only add to the game's professional feel and quality.

According to lead programmer Marc Avory, the initial game engine was quite easy to get up and running, it being an enhanced version of the engine in the first

Seek and destroy enemy airborne divisions: these terrorists must be stopped!!



game. After a period of only one month, the team at Core had a playable demo on PC, and a port-over to the Saturn and PlayStation took only a matter of days. After this, all that needed to be added was a wider variety of missions and troops to meet a triple-format release date of 4 December.

MAXIMUM has played both the PC and Saturn versions, and the only visible difference between the two is a slight loss of detail on the PC. Both versions of the game display unfortunate polygon folding in the foreground (especially as your copter skims the ground) and some glitching, but Marc assured us that these minor problems would be sorted out by the launch date .

Initial speculation led to rumours of 37 missions in Thunderhawk 2, although now the eight campaigns seem to contain a total of 26. However many are pre-

CHOPPER ACTION FROM THREE VIEWS!

Above are the three screen views that can be chosen at any stage during your aeriel combat missions. These are the nose view, which is easy to control; the chase plane view, which can unfortunately obscure some of the action; and the Virtual Cockpit three-way viewpoint!

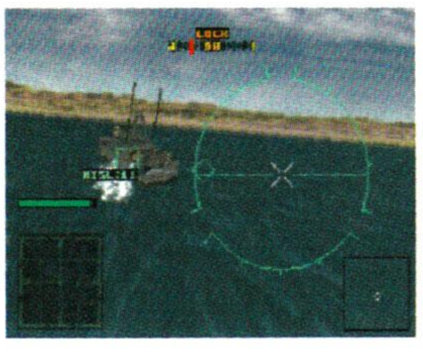
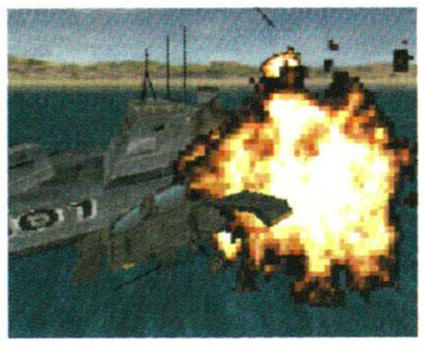
AWESOME EXPLODING ENEMIES!

From the screenshots dotted around the page, you can see that Thunderhawk 2 features some of the most spectacular explosions ever seen in a video game! Once you've unleashed hot fury at any enemy truck or tank, you can be sure of a massive detonation!

Arm up and take to the skies for a frenzy of blasting action!

sent, these still represent a considerable challenge even to the seasoned arcade flight-sim veteran, so expect a huge amount of tanks, towers (and even tents) to destroy.

The number of features in this game is quite overwhelming, and **MAXIMUM** feels that a quick run-through is in order. Firstly, a variety of views are available in the game which can be changed at any time. View your air combat from the nose of your Thunderhawk, from inside the cockpit, or from a chase-plane. Secondly, as you would expect from a next-generation action heli-sim, you can direct your fire onto trees, bridges, buildings or anything else that takes your fancy. Thirdly, when the enemy soldiers run for cover after their vehicle becomes a crumpled heap of metal, you can switch to machine-guns and strafe that area, gunning

ENEMY WARSHIPS SIGHTED!

Once the initial land-based missions are complete, it is time to try your hand at sinking a few enemy warships before your next campaign begins properly. These sea vessels are tough as old boots, and are deadly accurate with their SAMs. Our advice is to unleash a barrage of missiles or rockets from a safe distance; and those terrorist sea captains will soon come to fear your flying expertise!

The whole of the World is waiting with bated breath! Can you avert World War 3, soldier?

those any stragglers in the back. Survivors are not an option.

Military superiors raise their officious heads in this game as well, as the importance of these missions cannot be stressed highly enough. This is why you are under the command of one of NATO's finest. Report directly to Supreme Commander Maclaine for mission details and do not displease him. One of the many other fancy features in Thunderhawk 2 is the steering and firing controls, and this is most apparent when the cockpit view is selected. You may bring your gunship round to bear in the usual fashion, but you can also hover, turn on the spot, and even travel forwards whilst shooting enemies to the side of you.

The sound effects deserve a special mention also. Aside from the usual kabooms of tanks exploding, Core having added rather nice touches such as the screams of dying soldiers as they receive a rocket in the face, but also the co-pilot informing you of your current situation. Expect a gravelly-sound American chap panicking at the first sign of trouble!

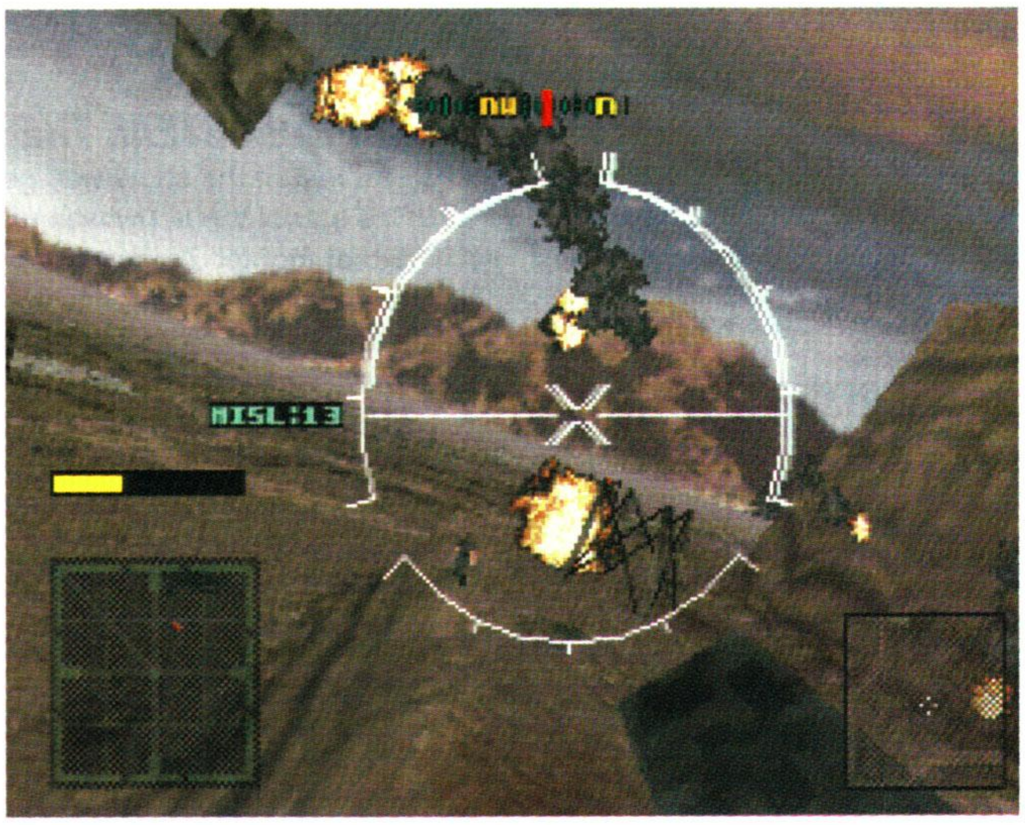
Originally developed in the USA, the Thunderhawk's first flight was on April 8, 1998. It is powered by two 1750 SHP T-800B turboshaft engines, although it can function with only one engine running. Its maximum speed is 235 mph with a minimum hover ceiling of 13500 feet, and has a fuel range of 500 miles. It's empty weight is 9127lbs, whilst its mission (or gross) weight is 12048lbs. It can also withstand enemy bombardment of 12.7mm and 30mm weaponry.

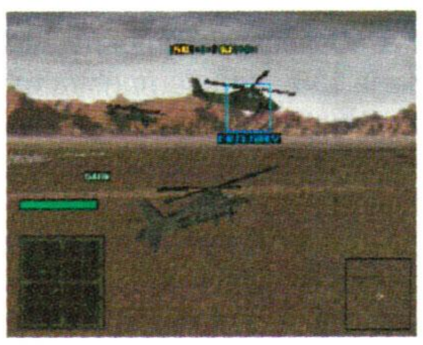
Before your mission starts, thinking through a strategy could help you in your task, and a large part of this planning is down to weapon choice. Equip your chopper with a variety of armaments depending on your briefing. Choose from homing missiles, a cluster bomb ideal for clearing areas of tanks, rockets and the good old soldier strafer, the machine-gun. However, despite the strategy elements, what must be stressed is the arcade aspect of this game. This is no re-hash of the PC game 'Apache Gunship'; the emphasis definitely is on spectacular explosions and fast action. Expect seat-of-your-pants flying frenzy with little or no major thinking involved. Hopefully this could be the 'Ace Combat' of heli-sims.

EXPLORE THE VIRTUAL COCKPIT!

One of three views available, the Virtual Cockpit puts you in the hot seat like never before. Control your flying whilst looking left and right inside your Attack Helicopter, and target those bogeys from any angle. With the Virtual Cockpit mode engaged, you really need superior flying abilities to avoid being blasted out of the sky!

The first Thunderhawk proved to be the title worth buying on the ill-fated Mega-CD, but this revamp looks like retaining all the playability of the original, but with superior visuals and longevity. Described by some as 'Desert Strike in 3D', this title shows all the signs of being worthy of a **MAXIMUM** Extended Play next issue.





LOCATE THE ENEMY STRONGHOLD DEEP IN THE DESERT!

In later missions, your objectives become increasingly more difficult to accomplish. In this particular theatre of war, you must fly as an escort to a number of friendly supply choppers through an arid desert, whilst at the same time trying to find an enemy supply route and depot; all of which must be destroyed if NATO is to triumph. Remember to arm up to the maximum, as once you enter this hostile environment, there's no refueling sites, and no way back!

MAXIMUM NEWS

PS EVENT

JAPAN'S FINEST FORTHCOMING PLAYSTATION TITLES
1995 PLAYSTATION EXPO
ALL GAMES OUT SOON IN JAPAN

NEW GAMES FRENZY!

PLAYSTATION EXPO

On Saturday 7 October, the Japanese gaming world gathered for the first Sony PlayStation exhibition ever. Apart from the fact that it featured only one console, the show was also unusual in the fact that it featured a large number of stands from American and English game companies as Sony began to push overseas success stories on Japanese punters.

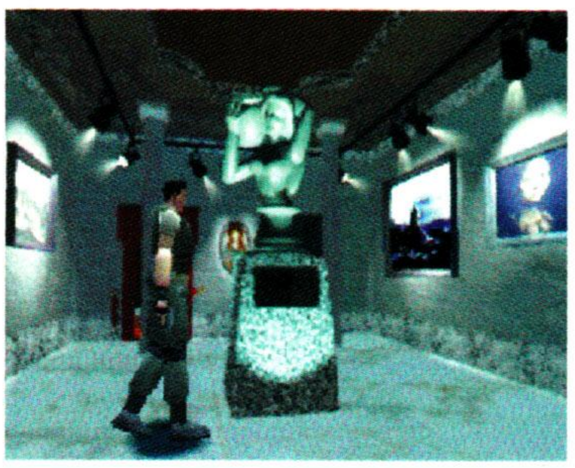
Obviously, the main show-stealers (due to a number of reasons) were WipeOut and Destruction Derby from Sony Interactive Entertainment, generating much excitement from the assembled crowds. Elsewhere, Acclaim drew attention to a couple of their sports titles - NBA Jam TE and WWF WrestleMania - with a number of glitzy in-your-face adverts, whilst also premiering 'D', an adult gothic horror adventure that is now on sale to more mature gamers across Japan.

Virgin made an appearance with promotions for Agile Warrior and the second-rate CDi linear shoot-em-up; Chaos Control, both of which are scheduled for a late 1995 release. Meanwhile, the Japanese software house, Media Entertainment, drew some interest with a conversion of Discworld, not least because the voice-overs are by a prominent Japanese comedian.

Activision attracted small numbers after signing the ancient PC title; Return to Zork, whilst Interplay's Descent wowed many more interested Japanese consumers as Soft Bank (who are handling the conversion) played on the incredible 3D visuals of the game. Over at the small but perfectly formed Crystal Dynamics stand, suped-up 3DO titles were the order of the day, namely Total Eclipse Turbo and Off-World Interceptor Extreme - two titles which underwhelmed the assembled delegates. The fabled 'Coconuts of Japan' developing team unwisely signed up Striker for an unsuspecting Far East gaming public, whilst the other Coconuts products mainly featured Japanese software consisting of games based on the antics of Japanese school girls.

Biohazard and Street Fighter Zero wowed the crowds!

The interestingly-named Gaga Communications Inc were responsible for port-overs of the H R Giger-inspired Darkseed and the slightly less gruesome Snowman (the game of the Raymond Briggs novel), but one company was promoting overseas software with abundance, and this was Electronic Arts. Alone in the Dark 2, Road Rash, Hi-Octane and Theme Park all received mammoth coverage, and the two Bullfrog products featured very heavily in the show's advertising campaign.



CAPCOM STEAL THE SHOW

The rest of the show was geared towards the many Japanese software releases. The star of the show was undoubtedly Capcom's Street Fighter Alpha (known as Street Fighter Zero in Japan), and Capcom had provided a wall of PlayStations running a near-complete version of the game much to the immense excitement of all present. The awesome Resident Evil (see page 128) was up and running in demo form on 20 PlayStations and astounded everyone who saw it - including **MAXIMUM**. Namco showed off a 60 percent-complete Ridge Racer Revolution with link-up features intact (see page 138), and demonstrated the power of System 11 with Tekken 2 arcade cabinets. What was surprising was that despite what you may have read elsewhere, Namco currently have no plans to bring the new System 11 game Soul Edge to PlayStation.

Other, less well-known software houses were plying their wares. Aside from the games featured elsewhere in the **MAXIMUM** news section, Nichibutsu premiered half a dozen titles, including a past games collection, and an interest

RESIDENT EVIL
You just won't believe how excellent Capcom's Resident Evil is. Since writing our feature on page 128, we've found a new weapon - the revolver - that causes the giant tarantula to explode! Awesome - you hear us?

ALPHA ANNIHILATION!
Capcom can seemingly do no wrong (well, apart from Street Fighter: The Movie that is). Street Fighter Alpha is coming to PlayStation soon and it's coin-op perfect (arcade shots shown above - not that you can tell!)

ing Doom-style walk-through adventure starring a lone SWAT team member. Over at the Techno Soft stand, an impressive-looking polygon beat 'em up known as Reverthion was shown off, in which you play one of eight giant animals with human controllers.

Artdink were following the success of The Aquanaut's Holiday by paying homage to CyberSled with a very similar game called Carnage Heat starring robot vehicle fighters.

Over at the Taito stand, three games were being touted. The first was an FMV-style affair called Shadow, whilst Champion Wrestler appeared to be a WWF WrestleMania clone. Of more interest was an impressive-looking racer called Ray Tracers that boasted Ridge Racer visuals and an initial choice of four cars. Whether it can survive a head-to-head contest with the Namco title is another matter entirely.

SCROLLING SHOOTERS APLENTY

Fans of The Raiden Project will be pleased that an impressive-looking clone called Stahlfeder is scheduled for release by Santos, and still on the shoot 'em up theme, Sony is to follow the dismal Philosoma by trying again with Two-Tenkaku, another impressive-looking vertical shooter with hopefully more in the way of playability.

Still on the futuristic robot theme, Kileak the Blood 2 and a huge Shooting Macross display drew crowds, not least because of the interestingly-attired sales staff.

After the disappointing Battle-Suit Gundam, Bandai are pinning their hopes on the bizarrely-named ZXE-D Legend of Plasmatlie. This Tekken-clone starring robots with interchangeable body parts, this release is accompanied by a major marketing campaign including a number of toy models.

Asmik provided the public with an early version of Hard Rock Cab, known elsewhere as Quarantine, and Sidewinder; an Air Combat clone of some note. The final word should rest with the software company, Altron, who are planning a Christmas release of RoboPit, best described as a cross between Jumping Flash and Toh Shin Den (if you can seriously imagine that).

This was a hugely successful show that demonstrates the immense popularity of the PlayStation in Japan, and also shows the many PlayStation treats we can look forward to in 1996 - top amongst them Resident Evil and Ridge Racer Revolution. Of course, you can read all about these amazing titles in forthcoming issues of **MAXIMUM**.

The crowds were eager for Ridge Racer Revolution and Tekken 2!

NAMCO DOMINATION!

Two titles that are certainly worthy of consideration are Ridge Racer Revolution (see page 138) and Tekken 2 (coin-op coverage continues from issue #1 this month on page 94). Both games show Namco at their best, although Ridge Racer Revolution was the most advanced project, showing in a 60% complete form. MAXIMUM has seen a more advanced version of the game (which is due to appear on December 3 in Japan) and we know that all PlayStation fans are going to lap up the sequel. It's a fine piece of work.

TEKKEN 2'S FANS WAIT PATIENTLY...

Tekken 2 appeared in its coin-op form (pictured), but nothing of the actual PlayStation version of the game was evident at the Expo. Can Namco manage to cram everything into the conversion with no compromises? It's certainly a difficult task that faces the conversion team (not even the first game was totally arcade-perfect) but time will tell.

As it is, the coin-op units of the game were enough to show the assembled delegates what to expect from the finished game.

ACTIVISION ANTICS

Over at the Activision stand, there was an interesting assortment of Japanese ladies wearing some extremely bizarre costumes (pictured).

The actual products on display included a PlayStation Zork title, which is yet another in a long line of games derived from the aged Infocom adventures so popular a decade ago.

SS SEGA

SONY FIGHTER TAKES ON THE SATURN
TOH SHIN DEN S
AVAILABLE '96 IN THE UK PRICE UNCONFIRMED

BRING A BLADE

TOH SHIN DEN S & BATTLE ARENA TOH SHIN DEN 2

By the time you read this, the Sega Saturn version of Battle Arena Toshinden (known simply as Toh Shin Den S) will have hit the shelves in stores across Japan. Scheduled for release on November 24, Toh Shin Den S marks the first collaboration between Sega and Takara's programming teams, and the result is a beat 'em up that bears up well to its PlayStation big brother.

The screen shots that adorn this page are taken from a pre-release (but finished) copy of the game, and the first sight that expectant Japanese gamers are greeted with when they boot the CD up is an all-new rendered intro in the style of Namco's Tekken. Indeed, some may say that this introduction perhaps mimics the Namco title a little too closely, with Run-Go demonstrating a very Michelle-like leap from a rocky backdrop, and Eiji chopping bamboo in a lush green forest. Sounding familiar? Although impressive, the intro isn't that smooth and has a grainy quality about it, but nevertheless, is a welcome addition (especially compared to the horrendous PlayStation scrolling text intro).

After a brief playtest, **MAXIMUM** found that the game played identically to the PlayStation release (with buttons assigned to special moves, and a huge number of reconfigurations available), but the action moves at a slightly faster pace, and there is more camera panning and zooming effects. Unfortunately, the speed and smooth panning shots are the only aspects of the game that shine; the graphics themselves on the characters and the stages are blocky and suffer from a lack of detail, as time constraints have meant the programming team concentrated on play mechanics rather than graphical flair. These graphical short-falls are particularly evident in characters such as Ellis; in the PlayStation version, this Turkish circus child's outfit benefited from beautiful see-through effects; whereas the Saturn Ellis is unfortunately resplendent in Artex pantaloons.

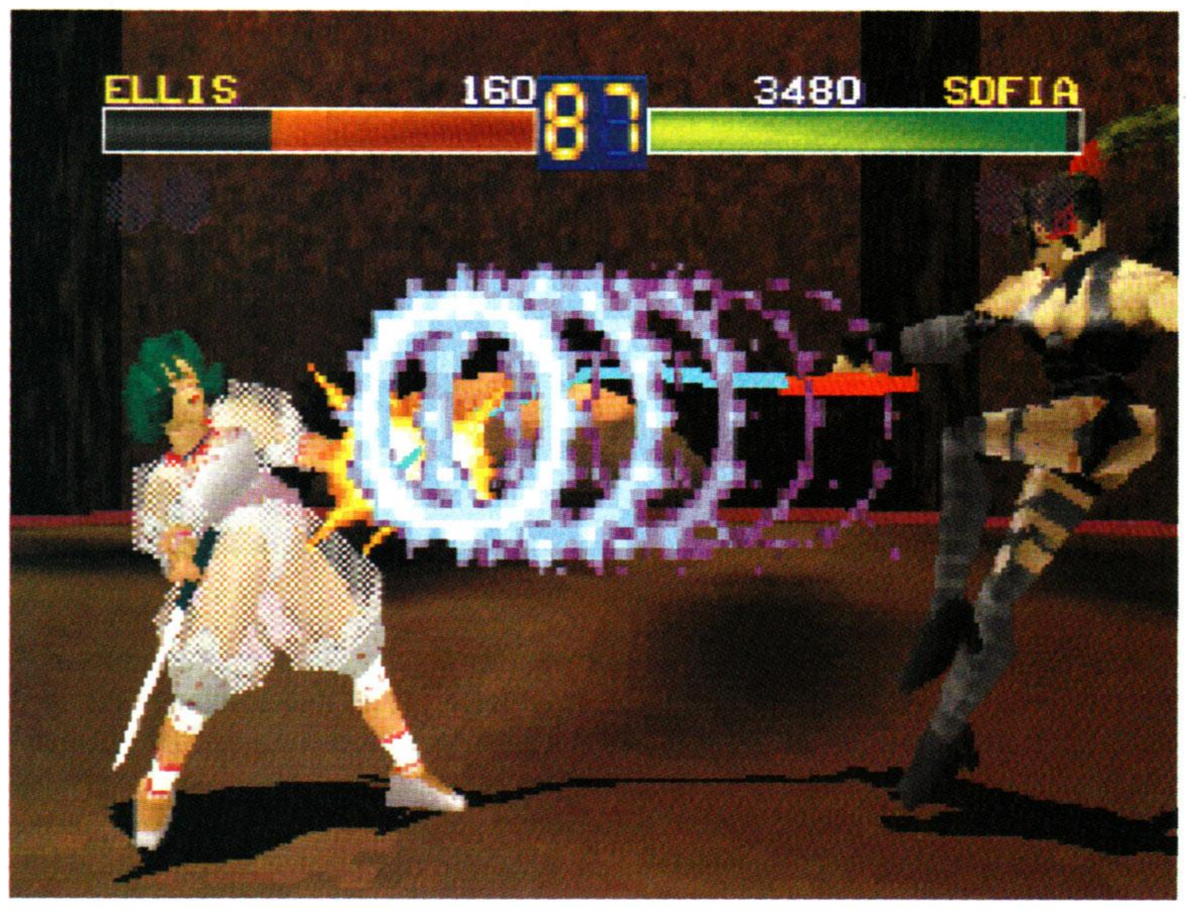
The floors of the stages look somewhat less detailed, but the polygon backgrounds shift around the screen at exceptional rates in a trade off of power for speed. All the stages remain faithful to the PlayStation with the exception of Gaia's stereo-gram doughnut level, which now looks as if a typhoon has hit it.

An initial selection of eight characters are available, and all the character portraits have been changed to waist length manga-style caricature shots that look rather bizarre when compared to the ultra-realistic rendered and in-game versions of the characters themselves. Notice that there are spaces to the side of Eiji and Ellis for initially unselectable characters; the mighty giant Gaia and the super-fast Sho are definitely confirmed for this title.

As you may know by now, Toshinden S features a new character, the mysterious Jupiter, who remains steeped in mystery... for now. He is the shadowed fighter in the rendered intro with a habit of unnerving Eiji and leaping great distances by the light of the moon. Roman God or red-eyed nutter? Be sure that **MAXIMUM** will reveal all of this game's secrets in a future issue, along with shock news of another secret female assassin known as Cupido.

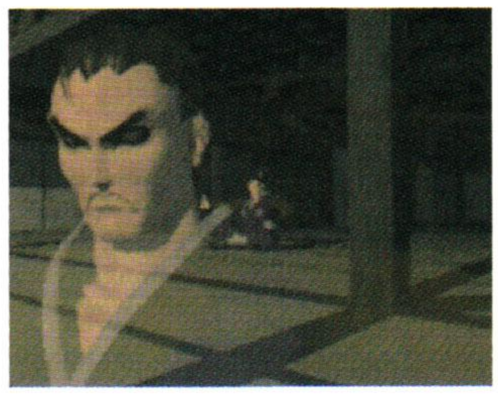
This is unfortunately a somewhat sloppy conversion, and Saturn Toh Shin Den S is sure to face some stiff competition from the likes of X-Men and the gargantuan might of the awesome Virtua Fighter 2, but remember, the deficiencies of this title does not make the Saturn hardware inferior to the PlayStation's (as the phenomenal VF 2 proves); just that a haste to release has resulted in a conversion that simply isn't as polished as the original PlayStation version was.

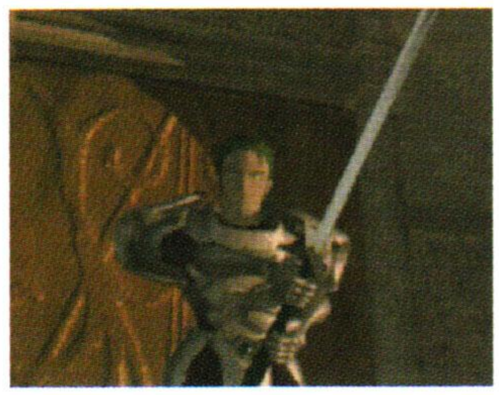
Eight awesome fighters from across time gather for the ultimate weapon-wielding battle!!



FANCIFUL WEAPON-WHELDING ANTICS!

The screen shots show the trademark special moves that made the original version such a smash hit in Japan. They are initially extremely easy to achieve, requiring only one button press with the default controller settings, but Takara and Sega have thoughtfully kept in the comprehensive options screen allowing experts to demonstrate their joypad-wiggling abilities.





NEW INTRO!

The team responsible for this conversion have thoughtfully included an excellent introduction of the main fighters strutting their stuff. All the main combatants are shown, as is the mysterious Jupiter (below right) in all his demonic glory. Eiji had better watch his back, as this red-eyed nimble warrior looks more than capable of taking the tournament by storm!

Return to the BATTLE ARENA!

PS TAKARA — THE BATTLE ARENA RETURNS **TOH SHIN DEN 2** — AVAILABLE **DEC 29** IN **JAPAN**

Following on from our small feature in issue one, Japanese gamers are getting increasingly excited as progress continues on the sequel to the first Polygon sword slasher fighting title of the PlayStation. In new developments, Capcom are set to handle both the arcade game and a PlayStation version for Battle Arena Toshinden 2, and both versions of the game should be available at the end of the year in Japan.

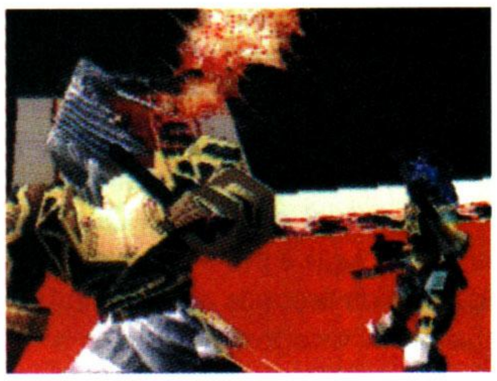
The most exciting news at the moment concerns the new characters. Fans of the original will be pleased to learn that three new combatants have entered the Battle Arena, increasing the total number of players to 11. Of the three newcomers, it seems that Gaia has been forcefully demoted to lead character, and has lost most of his armour in the process. His stature has diminished, although he still cuts an imposing figure; kitted out in orange torso armour with silver leg guards and still carries his massive Armor Bastar. He has also taken his visor off for the second tournament, revealing a chiselled warrior with red face paint and long flowing white hair. In combat, he looks to be much less lumbering, has a number of stabs and slashes, and even a new fire-breath ranged attack. He looks to be a major player in the new world of Battle Arena Toshinden 2.

The second character is an evil-looking but flamboyant chap called Chaos. Clad in Mondo-style pantaloons, with a bald head save for a tight topknot and armed with a Reaper (a two-handed scythe with a ball weight on the other end), this gaunt but impressive figure looks to be extremely nimble, performing an array of quick tumbles, and bringing his Reaper to bear with almost unnatural force. Amongst his arsenal of fighting techniques is a spinning green fireball and a fearsome uppercut, whilst his thin frame and sunken eyes only reinforce an image of an undead warrior, reborn for the second battle tournament.

The third contestant fighting in Battle Arena Toshinden 2 is a female Police Officer called Tracy. Looking to be from the future, she wears figure-hugging t-shirts and purple-buckled boots, along with knee-pads, slim shorts with a number of pockets in them and a baseball cap. With shocking blue hair and a pair of regulation Nightsticks, she looks to be very fast on her feet and should go down well with fans.

Some of the many new backgrounds have been revealed, including a disco setting with flashing lights, a mansion house with a spiral staircase and embroidered wall-hangings and a revisit to Mondo's training arena, whilst Duke's arena looks to be a huge golden courtyard adorned with battle symbols and a dusky sky. But by far and away the finest stage seen so far is set on a floating raft on a stormy sea! Great waves splash down and tip the raft about, and in the distance a wooden temple sign slowly sinks into the ocean. Such lush and detailed backgrounds come with a price, and that is the fact that all the featuring stages so far have been layers of 2D parallax scrolling (like Tekken 1 and 2) instead of the more lavish 3D affairs of the first Toh Shin Den title (and Virtua Fighter 2).

All these exciting modifications would be for nought without an overhaul in the playability department, and the only news we can bring you at the moment is the inclusion of 'Overdrive' gauges along the bottom of the screen. These should allow special attacks and other techniques at any point during the game, but their exact point remains uncertain for now. However, with Capcom handling this title, we are hoping for one of the finest sequels to a 3D polygon fighter yet seen, and one that could launch Capcom into the 3D fighting arena with a vengeance.



LOOKING GOOD!

A graphical overhaul for the stages and characters, plus many new features and secret fighters make this one game to watch for.

MAXIMUM NEWS

PC | INTERVIEW AND NEW PICTURES
id | **QUAKE**
RELEASE AND PRICE DETAILS UNCONFIRMED

MORE PICTURES

QUAKE: THE FIGHT FOR JUSTICE

Of all the PC titles currently in development - surely the most eagerly awaited must be the official follow-up to Doom - id's stunning-looking Quake. The claims about Quake's performance certainly sound like the stuff of a hardcore Doom player's wet dream - awesome 3D graphics that make Doom's look primitive, full 3D monsters and networking capabilities beyond your wildest dreams. MAXIMUM spoke to id's Jay Wilbur and checked out a pre-Alpha version of Quake with our own eyes. Here is our report.

The race to create the ultimate graphics engine has truly begun in deadly earnest. Already we have seen the extremely impressive Into The Shadows engine, and recently, we met up id software's Jay Wilbur to talk Quake. With the visuals now complete, the project has entered the gameplay phase, with id now in the process of adding all-new textured polygon monsters (see the pictures on these pages) and finalising the design concept before work can truly begin on the all-important gameplay.

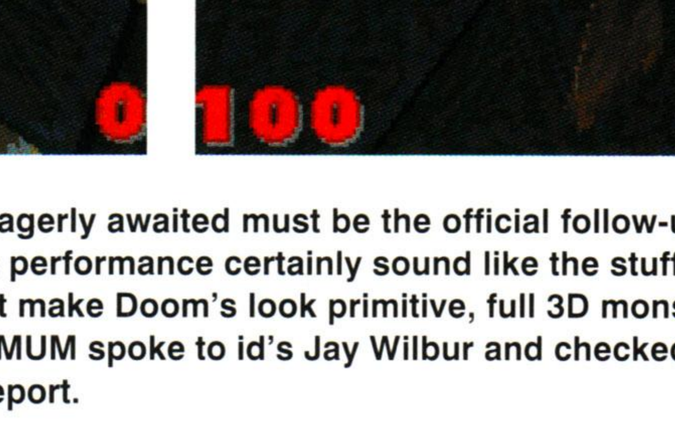
The original idea behind the game was that the the player would adopt the role of an incredibly powerful individual called Quake, and much of the game's appeal would be in mastering these powers. What we are being promised is a slightly more RPG-like role for players, gaining more power through some kind of experience points system. "We're toying with that right now," says Jay Wilbur. "If you're a thousandth ranked character, just to use some generic term, and I kill you, I get five hundred points. So it benefits the little guys to team up and kill the big guys... The big, strong players would have land, castles and minions - that's all part of the plan."

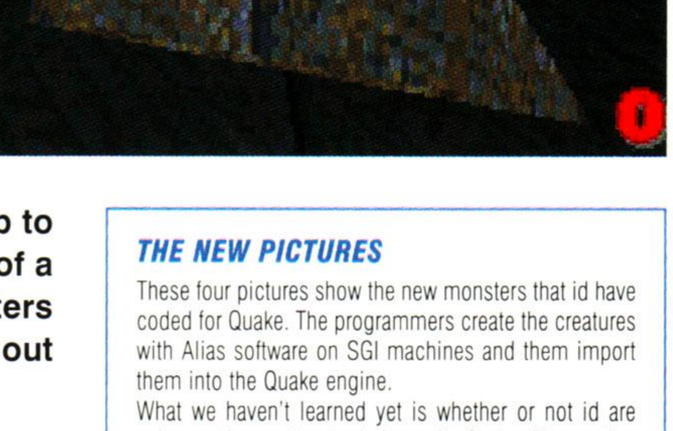
The actual combat in Quake remains very basic at the moment, and although a primitive deathmatch option exists, players are limited to firing off fireballs at one another. Early reports from id indicated that the main weapon would be a mighty hammer, like Thor's mystical weapon which would be backed up with a series of attack artifacts and magic spells. The latest is that an entire range of weaponry is looking more likely and with people able to set up their own Quake servers for fevered multi-player action, they will be able to make their own weapons.

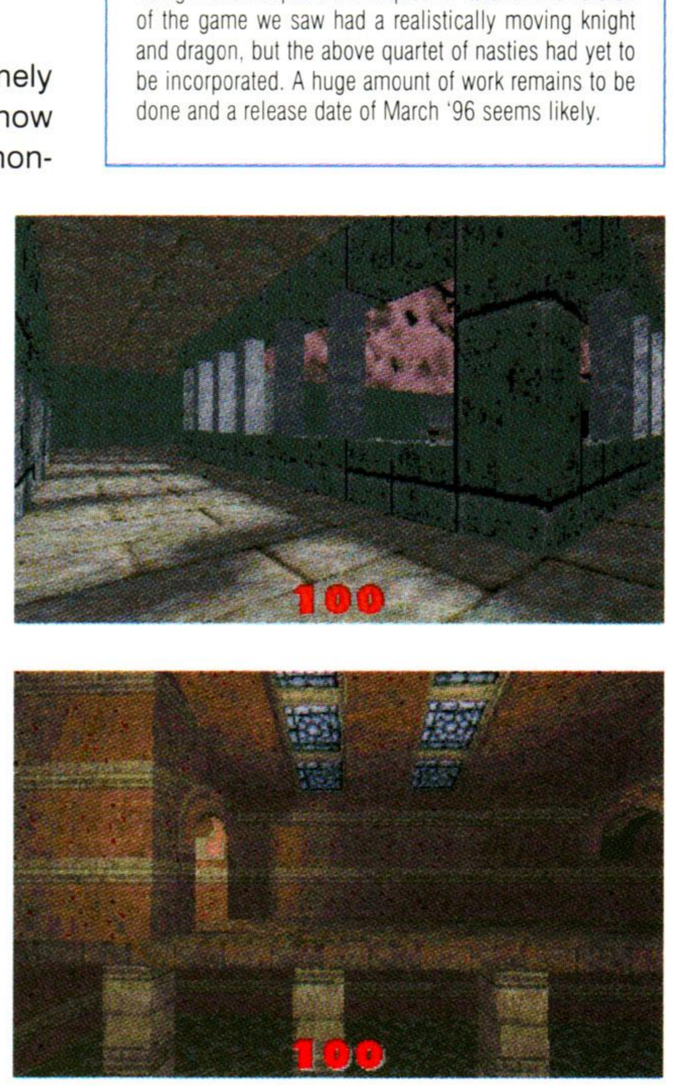
THE NEW PICTURES

These four pictures show the new monsters that id have coded for Quake. The programmers create the creatures with Alias software on SGI machines and them import them into the Quake engine.

What we haven't learned yet is whether or not id are using motion capture techniques for Quake. The version of the game we saw had a realistically moving knight and dragon, but the above quartet of nasties had yet to be incorporated. A huge amount of work remains to be done and a release date of March '96 seems likely.







THE GRAPHICAL CAPABILITIES ARE AWESOME

id's visuals are excellent beyond a shadow of a doubt and Quake has some of the most excellent graphics you're ever likely to see on PC. There is no doubt that a pretty powerful machine is needed, but the game appears to be able to run on just about any VGA or SVGA resolution (it least it did when Jay showed us the game). A lot of processor time is taken up with the lighting. Quake features real-time shadow-casting, with multiple light sources (ranging from torches to the sun) providing illumination. This makes concepts such as night and day exceptionally easy to program: says Jay: "We just put a big light source in the sky."

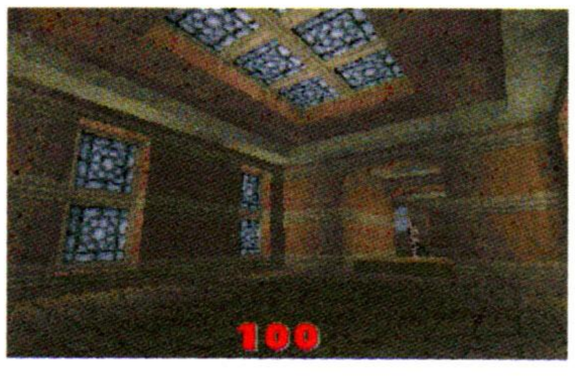
Those who praised Doom for its realism just won't be prepared for the quantum leap that Quake represents in this area. As well as the lighting system we discussed earlier, Quake is much more realistic in terms of movement. Vanquished foes fall realistically, there is a real, pronounced inertia on just about everything. Run down a staircase and your character needs a small amount of time to slow down to a standstill. Also to emphasis your character turning, a small amount of lateral rotation is used (like PlayStation Ridge Racer) to great effect.

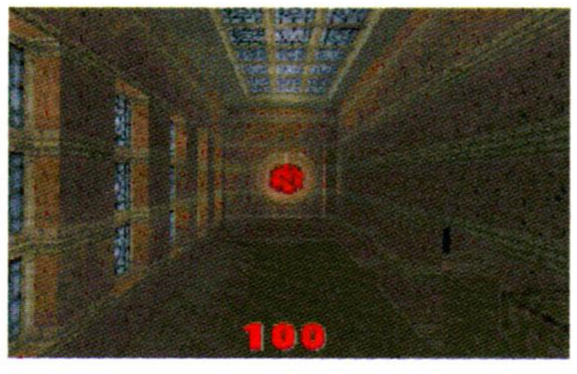
INNOVATIVE MOUSE CONTROL

The current control system in Doom-style games is not to id's liking and we have to say that we agree with them - finding the look up/ down buttons can be a pain in the arse at the best of times. What id have done for Quake is to cunningly make the mouse the ultimate controller, with each button assigned a different task. Walking, running, looking up and down and strafing can all be achieved using the mouse alone.

ENTER NINE INCH NAILS

id have always been happy to admit that the weakest aspect of Doom was the music, which was handled by a freelancer contracted by the company. For Quake, id has employed the services of a certain Trent Reznor, tunesmith behind Nine Inch Nails. Says Mr Reznor in a recent interview with Keyboard magazine: "... I've always been fascinated with video games, and we are involved with the guys who made Doom, id Software. They're making a new one that is a true 3D world. Like all the other games, it's totally politically incorrect, gory and violent and scary. We met up with them, and I'm involved in the actual sounds for this environment - which is not music, it's textures and ambiences and whirling machine noises and stuff. We tried to make the most sinister, depressive, scary, frightening kind of thing... It's been fun."





NEXT GENERATION NET-PLAY

Doom revolutionised network play with its stunning four-player network games, involving the most carnage ever crammed into one videogame. Quake looks like being another net-revolution. Dozens of players should be able to interact using new technology. In fact says Jay Wilbur, "It's client/server-based - the bigger the server, the more clients you'll be able to support. Theoretically, a big server or a farm of big servers will be able to support thousands of players - the limit being how many players you can fit in a level!"

"We're looking into doing an on-line service, hopefully international. We're talking to all the major players so that you'd have local dial-up and you'd call into these big Quake servers and there'll be this huge world where everyone participates and when a player sees his castle, that'll be a separate level."

From the little tidbits of information id have released so far, it's unlikely that this entire system will be up and running when the initial shareware title is released next year (apparently the release date is March now, but don't think that this is set in stone). Instead, expect to see gradual updates expanding the game's horizons.

THE FINAL WORD

The latest Internet postings from id have been quite ominous - we thought we'd leave you with these words from id's John Romero: "... Well, everything you think Quake is, isn't. You will not get information out of id Software regarding the current state of Quake since things constantly change - technology, design, concepts, technical limits. Hence the delay and our not making Christmas. Rest assured that pretty much everything you've heard about Quake regarding specifics such as story, characters, etcetera is just wrong. The concept, setting, character, weapons, etcetera have all been redesigned. Even the name 'Quake' is merely the project codename."

PS | CAPCOM BLAST FEST FORMALLY KNOWN AS BIOHAZARD
RESIDENT EVIL
CAPCOM | AVAILABLE MID '**96** DISTRIBUTED BY VIRGIN INTERACTIVE IN THE **UK**

UNWELCOME GUESTS

RESIDENT EVIL

Capcom of Japan have recently launched into the area of 3D polygon adventure gaming with the development of Biohazard, now renamed Resident Evil. Following the small feature on this title last issue, MAXIMUM is pleased to announce that work is progressing well, as we were able to play through an excellent sampler of what should be a major PlayStation release of next year, and the accompanying screen shots are from this demo.

From the scarce plot synopsis, one is able to fathom why this title was previously known as Biohazard. The setting is a remote and imposing mansion hidden in dark and misty hills, where a government had been secretly experimenting with human and animal bio-technology in the hope of creating an ultimate creature. The scientists conducting this gruesome surgery were specially chosen for their uncaring attitude and ferocity in the laboratory, but even some of these cruel men were driven insane by their horrible monstrosities.

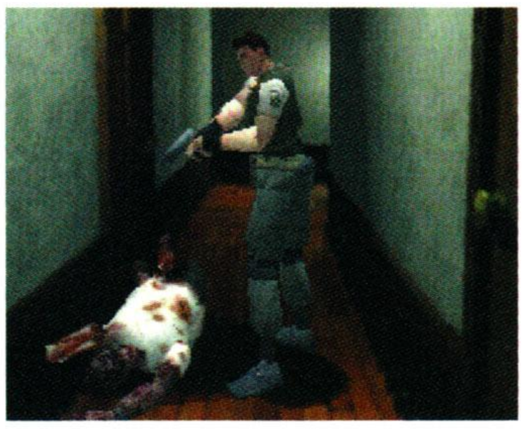
Contact has been made with your team concerning a stoppage of communication between the mansion and the outside world. Your small commando team has been informed of the situation, and has been hired to infiltrate the mansion, and assess the situation.

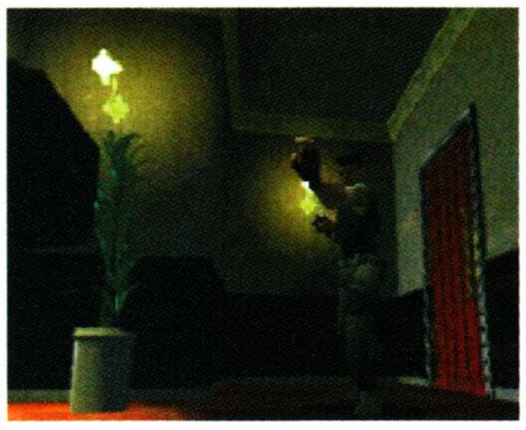
The moment you commence the game, you immediately realise the wealth of detail that has been lavished on this product. What could so easily have been an inferior Alone in the Dark clone has been formed into a beautiful, absorbing and even fear-inducing title. Stroll, creep or run around a fantastically detailed mansion, but be aware that lurking around every corner could be any number dark denizens of the night.

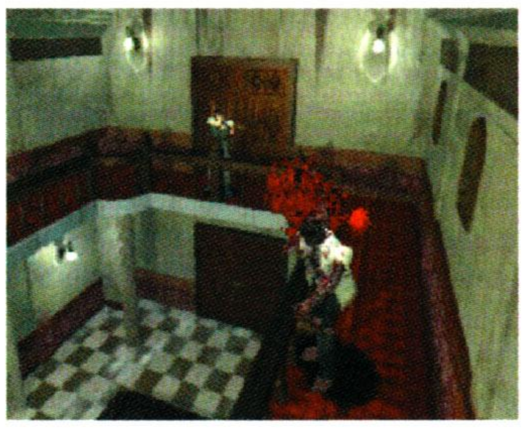
The animation on all the creatures contained in the mansion is faultless, from the shuffling of the zombies to the bounding of the mutant lizard creature, and every character's movement is supremely fluid, with an excellent range of motion capture. All the characters are also adorned with detailed texture maps, from buttons on Chris's jacket, to moving facial expressions (usually showing fright or disgust).

The object of Resident Evil is mainly to survive the horrors the await you in the sprawling mansion of chaos. While simple survival is the main game consideration, central to the game's completion is the rescuing of "Stars" agents; government operatives that are missing and located somewhere inside. Once information has been obtained from these agents, the Resident Evil must be halted; by any means necessary.

Blast the undead assailants apart! Watch the blood fly!







READY, AIM, FIRE!

You start the game armed with a automatic pistol and a sharp knife. Trust us when we say the knife is pretty useless when it comes to scrapping with the undead! Select the pistol at the start of the game and keep your distance when firing!

A CREEP THROUGH THE MANSION OF TERROR

You start your adventuring in the main hall. While your two companions run off to secure other areas of the building, you are left with many choices. Do you puzzle over the mysterious blood stain in the dining room? Or perhaps investigate that peculiar growling from the dark hallway? Where was that howling coming from? Select your finest undead disposal weapon, struggle into a pair of combat pantaloons, and set about your mammoth exploration.

Players of Resident Evil can elect to pick one of two mercenaries; the tough talking pilot and marksman Chris Redfield; or the explosives and demolitions expert Jil Valentine. Both come with full combat armour and a couple of weapons, and report to a supervising officer throughout the proceedings.

All the human characters in the game speak to each other in stilted English that is accompanied by Japanese subtitles. Some of the conversations are (unintentionally) hilarious, and provide some humour relief before the terrifying exploration begins.

Both the characters begin the game with a combat knife and a pistol, which is essential in mutant disposal, and other weapons may be obtained throughout the adventure itself. The knife is the basic vehicle for hand-to-hand fighting, as your character may swipe, lunge or stab with great vigour at the undead, resulting in blood splattering everywhere.

CRUSHED TO A PULP!

We found out the hard way why it isn't wise to take weaponry without asking. Our hero, Chris, wanders through a box room and into a small lounge with a shotgun hooked to a wall. Taking the gun, he leaves and returns to box room to find the ceiling descending! Alas, both the doors are locked, resulting in a slow crushing death too gruesome to watch.

However, if you relish in ranged and bloody marksmanship, practice your aiming with your pistol. Upon selecting this gun, your character adopts a suitably cool and menacing stance, until a couple of relentless undead claw at you; then you aim at them and keep firing. After three shots which explode fleshy portions off the hapless zombie, it topples and lies twitching on the ground oozing dark red blood, and this is the time to aim downwards and plant a bullet in his head.

If you're after complete over-the-top gore action, then obtain the pump action shotgun. The carnage really is disgraceful, and should appeal to any horror film buff or Doom player. Aim your shotgun at the advancing zombies and let rip - literally. The first shot tears through the zombie's chest, showering the surrounding area with fleshy gore, and causing him to stagger backwards. A further shot finishes him off with similar relish.

BLOW THEIR HEADS APART!

When firing either gun, you can aim up, straight ahead, or down, depending where your foe is. Draw and fire your pistol for quick rapid gunfire that can cut down a couple of zombies in five shots. Don't let them get too close, or they'll try for a neck chomp (left).
Battles get messier with the shotgun. Pumping a round of shotgun shells into one of these undead types results in blood flying everywhere and masses of zombie entrails.

CAPCOM SHORT STORIES

In other *Capcom-related news, the Japanese division recently announced that Vampire Hunter (also known as Nightwarriors or Darkstalkers 2) is due for a Saturn release at the end of December in Japan. This is despite the PlayStation version of the first Darkstalkers game still being unconfirmed, and a Saturn conversion of X-Men already available.*

To combat the anger of indignant PlayStation owners, Capcom is attempting a December release in Japan for Street Fighter Alpha. At the time of writing, all the versions of all the above games appear to be straight arcade conversions with little or nothing lost in the port-over.

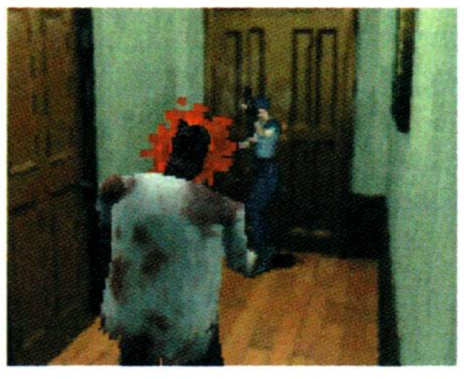
In arcades across Japan (and in a select few London arcades) is the recently released Marvel Super Heroes fighting game. After an initial playtest, ***MAXIMUM*** *found this to be an excellent follow-up to X-Men. It features such super-heroes as Spider-Man, the Incredible Hulk and Iron Man, and we can exclusively reveal that the two bosses are Doctor Doom and Thanos. Such is the bitmap-shifting abilities of this Capcom arcade board, that huge numbers of sprites are moved without any slow-down, meaning that Marvel Super Heroes is initially quite daunting and confusing to play if you opt for the Turbo mode. Once you become accustomed to the play mechanics, you find the usual wealth of combos and the fantastic gameplay that you'd expect from Capcom. Watch for extensive coverage soon, hopefully taking form as an Extended Play of gargantuan proportions next month.*

BEGINNER'S GUIDE TO MANSION MONSTERS

Resident Evil is packed with some of the most sinister, chilling monsters ever beheld in a videogame - here's a few of the fiends we discovered in our initial exploration.

ZOMBIES - the first monster that you encounter is the zombie. Shuffling forward with arms outstretched, these slow but steady undead foes are straightforward to destroy, providing you are far enough away to draw your pistol and fire. Sometimes encountered in groups, they wear blood-stained laboratory coats and reek of formaldehyde. They save their worst attack for hand-to-hand fisticuff action, clamping their filthy maws onto your character's neck and chomping until the blood flows.

Beware of prone and twitching zombies, and they can quite easily grab your ankles and bite with similar vigour; if you encounter a zombie 'playing dead', you may stomp on his head (cue the cabbage exploding sound effects), or even kick the head clean off his shoulders. Every part of the zombie fighting has been excellently animated, and the death scenes drew gasps of astonished amusement at **MAXIMUM** offices.



MORE ***RESIDENT EVIL*** *ON THE NEXT PAGE - THE VIDEO GAME MAGAZINE*

MAXIMUM NEWS

DEADLY RAVENS - Upon entering one of the later rooms, you encounter a decaying body in one corner of a balcony room, slumped against a wall with his rotting flesh picked off. Little wonder, then, that this room contains three squawking and swooping jet black ravens, that claw and attack your face, pecking at your eyes. Again, the birds are marvelously well animated, flapping and swooping with motion-captured grace, but after some frantic weapon firing, they crash to the ground amongst a pool of blood and feathers.

WATCH THE BIRDIE!

Blast the fast moving ravens as quickly as possible or alternatively have your eyes pecked out instead.

MOTHER TARANTULA - In the decaying hallway, a clicking sound caused us to jump, as we watched with amazement as a beautifully animated and huge man-eating tarantula scuttling about the ceiling. A well-placed pistol blast hit this beast of a spider squarely in the head, and she dropped to the floor oozing green blood. Then, to our horror, she righted herself and moved towards us, causing all the arachnophobes to vacate the room immediately. After a frenzied pistol battle, the mammoth spider keeled over, and spilt white baby spiders that were duly stomped on with great delight.

MUTANT LIZARDMAN - Wounded and low on bullets, we stumbled down a mouldy corridor furnished with decaying plant matter. As we rounded the corner, a man-sized lizard thing leapt at our hero, who promptly responded with a shotgun blast to the mutant's stomach. A tactical rethink then occurred when the lizard creature took little damage, and bounded towards us with glee, so we sidestepped him adeptly, and ran for the exit.

GIANT SNAKE - The last room in the demo was the most awesome of the lot. As soon as we entered this moulding and damp chamber, a superbly animated giant snake slid round the corner, and reared up to strike. Alas, the fate of our hero was left in the balance as the sampler came to a close.

RESIDENT EVIL - A MODERN GOTHIC HORROR TALE

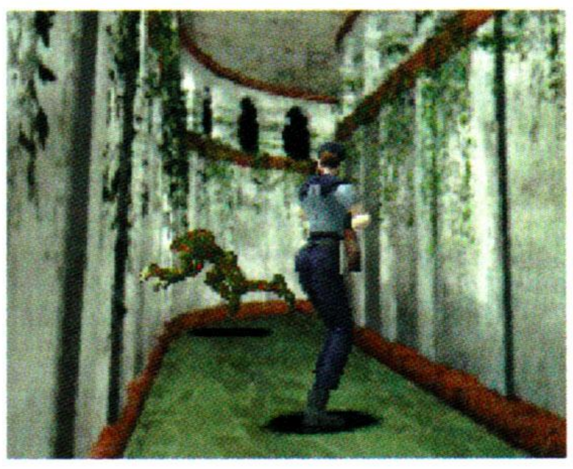
From this taster of things to come, this is one of many Capcom releases that **MAXIMUM** is looking forward to and expecting great things of. The fully playable sample CD featured some of the most awesome visual effects and beautifully detailed scenery yet seen on the PlayStation, but with a genuinely deep, interesting and fear-inducing storyline. This is a title that all PlayStation owners should be waiting for with bated breath, as it blends the classic camera angles and playability of the pioneering 3D adventure wandering games such as Alone in the Dark with a great dollop of blood and 32-bit visuals that have not been matched.

Our only fear is the blood content. Not the lack of it, you understand, but the fact that Sony are apparently wishing the final version to be toned down considerably. We find this situation laughable, especially after totally uncensored versions of Mortal Kombat 3 and Doom. Therefore, despite this worry and some unintentional humour, we were most impressed by the quality this pre-release demo, and once the full version finally appears, you can be sure of an in-depth Extended Play of what looks to be the premier 3D adventure title of 1996.

Pop a cap into everything that moves!

BATTLE HIDEOUS MUTATIONS OR DIE!

The Mother Spider is one seriously huge and fast opponent with frightening attacks to match. She can move at impressively fast speeds, scuttling forward before clamping her mammoth jaws onto you. Your character also needs to be aware of her cunning and deadly poison cloud attack which she can use from a distance to sap your strength. Your first real challenge!



VIRTUA FIGHTER 3: The very latest!

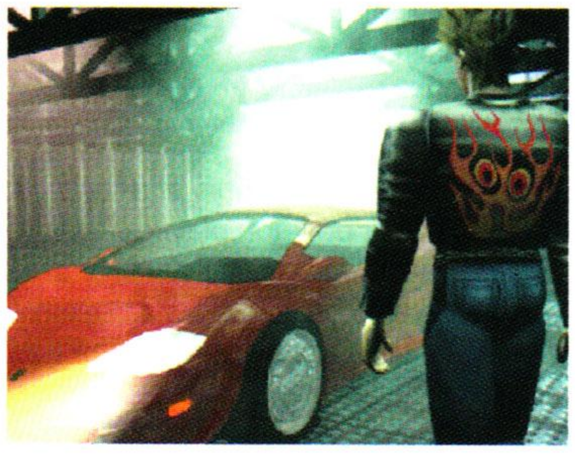
The head of AM2 has gone on record to discuss the forthcoming Virtua Fighter 3. Yu Suzuki is keeping his cards close to his chest about the game and a possible releasing date, saying that we'll see VF3 "Before VF2's popularity declines, but if the Saturn version beomes a big hit, VF3 might come later."

As well as a radically redesigned graphics engine, AM2 plans to incorporate two new fighters - a Japanese female character with a stunning new line in martial arts techniques and a super heavyweight wrestler. "I can't say that the plan is definite because I am still working on it," says Yu Suzuki. "I definitely want to depict [realistic] abdominal muscle, but if the character is too heavy he wouldn't be able to jump and the techniques would have to have different movements as well - it would be a totally different character to Jeffry... The Japanese female character should be highlighted as the unique feature to VF3 - I want to prove that other characters too could have different movements in the same 60 frames a second movement."

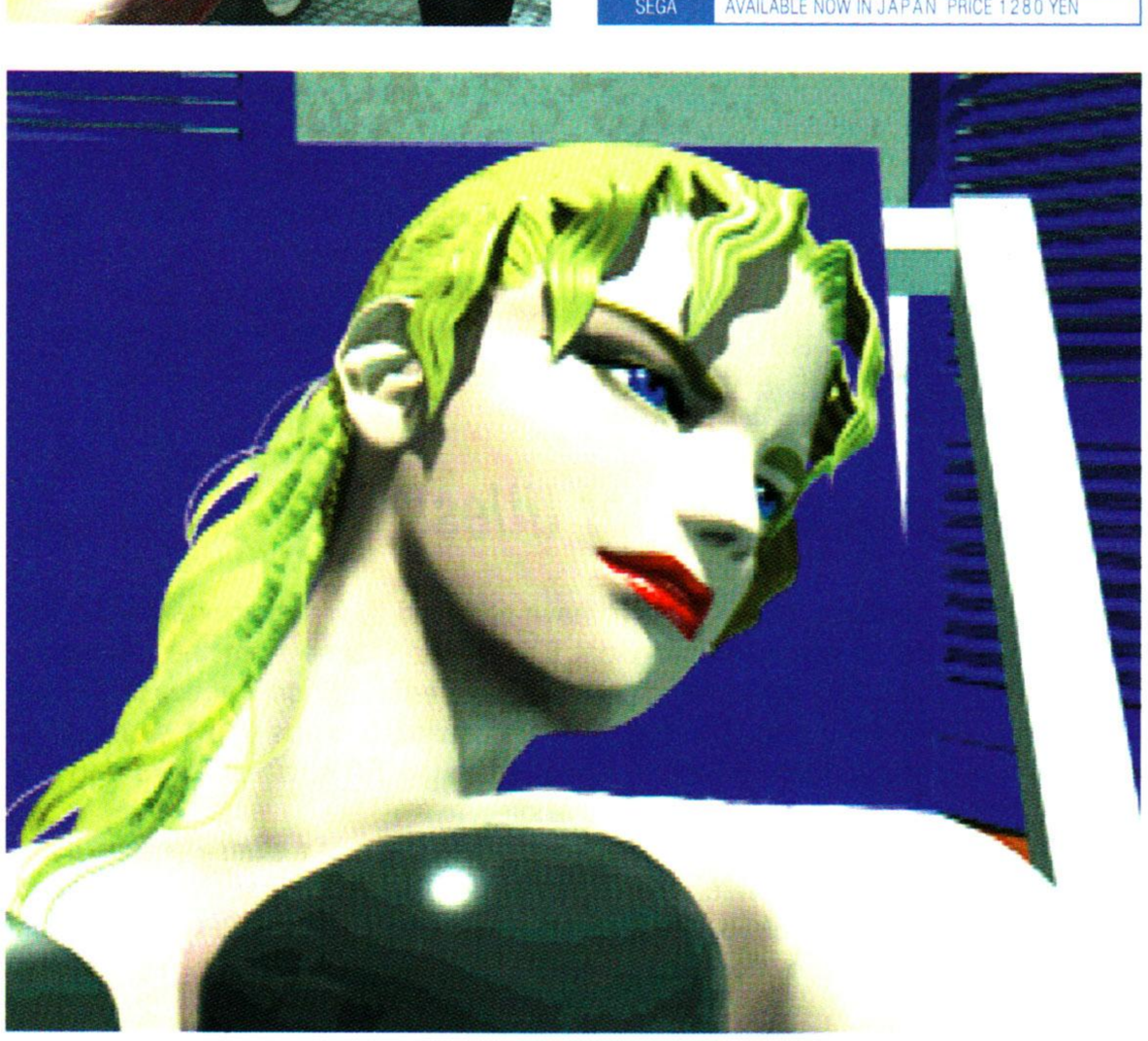
Mr Suzuki also went on record to clarify any relation between the new characters and the current roster. "Akira's sister and grandfather, who appear in the animated series have nothing to do with VF3. I had assumed that the new Japanese female characters was going to be Akira's sister, but the staff has confirmed to me that I'm wrong."

More information has also come to light concerning AM2's advances in the technical area of their Model-2B technology. "The board for Fighting Vipers has a higher processing speed. We are getting a higher response and displaying more polygons, but that only has a minor effect on the overall game. Well, Saturn VF2 is almost a complete conversion so the team are working on arcade games that have to do their best to bring out the best in arcade games which cannot be experienced on Saturn."

The question of whether VF3 uses new polygon rendering technology has yet to be clarified by AM2, although it's an open sequence that a new board (presumably Model-3) is being developed for the game. Mr Suzuki remains uncommited: "I can only say that Model-3 would be brilliant. During the JAMMA show I found 3D to be the keyword for future development. We will be able to show the best 3D graphics on Model-3. Once the graphics are developed, the game's quality would be our biggest challenge."



SS SEGA — SARAH AND JACKY OF VF2 FAME **CG IMAGES** — AVAILABLE NOW IN JAPAN PRICE 1280 YEN



NEW CG DICS RELEASED

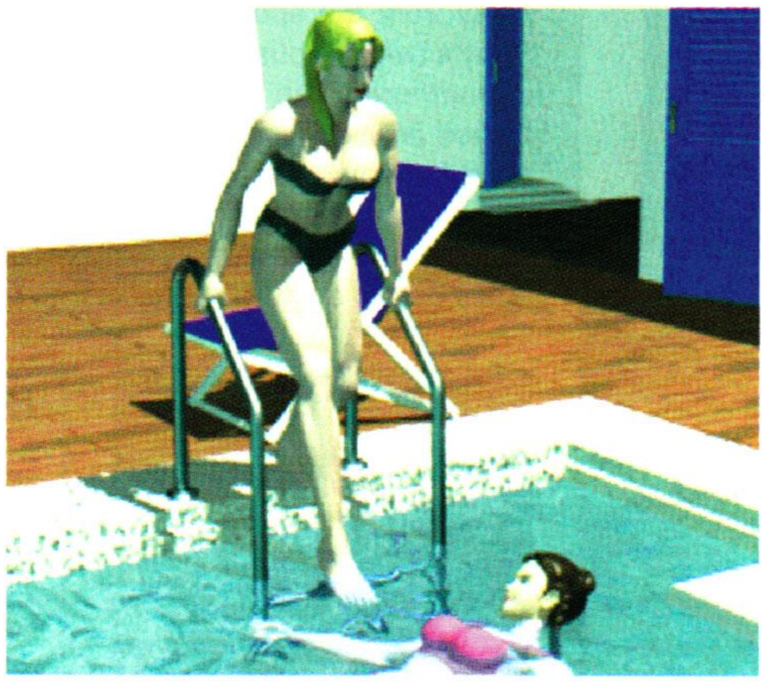
The Virtua Fighter craze continues unabated in Japan with the release of two new CG discs, featuring the Bryant siblings Sarah and Jacky. Priced at around a tenner in Japan, the discs run in the Saturn's high-resolution mode and show off very macho poses of Jacky playing pool, driving his car, walking his dog and suchlike. Sarah's disc shows the brainwashed psychopath relaxing by the pool (with a somewhat... bouyant... Pai), skylarking on the beach and other such interesting non-fighting activities.

The CGs are backed up by a Japanese pop track written especially with the featured fighter in mind. Of course being a Japanese product, a special Karaoke mode has been included so you can sing along to the track (if you can read - and indeed sing - in Japanese).

A disc for every character is now planned, with two released each month - and quite predictably, the legions of Japanese VF fans are lapping it up. Akira and Pai are next...

CG ACTION!

So what's the point of all these CG discs then eh? Although it seems that the characters are popular enough to sustain massive sales in Japan, rumours continue to persist from AM2 that the fighters in VF3 will be of a similar quality. However, somehow we doubt that Sarah and Pai will appear looking anything quite like they do here!



THE ANIMATED SERIES

A new cartoon series of the exploits of the Virtua Fighter characters has just begun transmission in Japan. Fumio Kurokawa, publicity manager for AM2 recently went on record about the new series: "The animation production is in coordination with seven other comic strips that come out in magazines. The aim is to expand our target audience beyond the maniac gamesplayers."

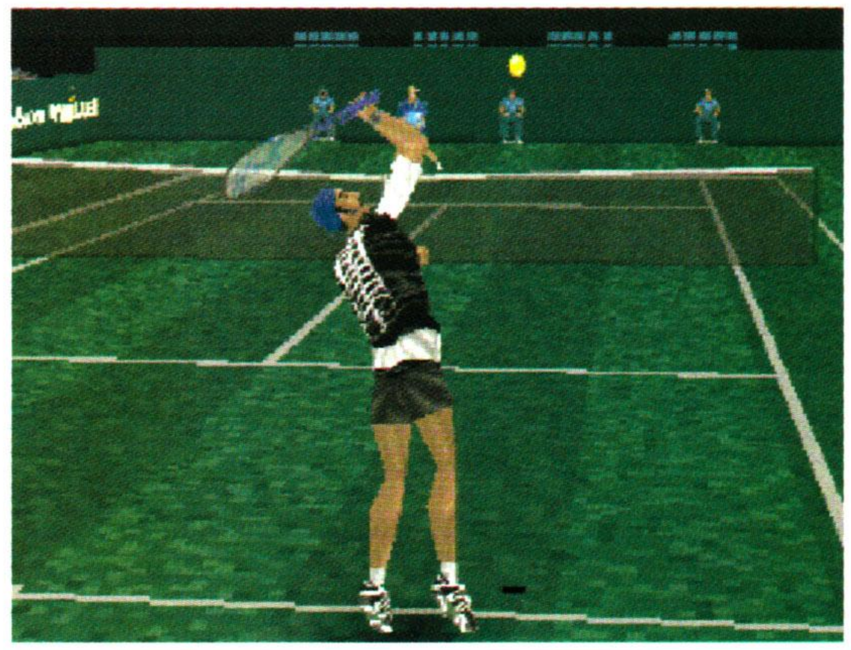
The series is set five years before the first Virtua Fighter game, with the first episode featuring Akira challenging himself to eat 50 plates of dumplings... before the martial arts action begins. Pai appears in the first episode and Kage becomes an admirer of Sarah's as he tries to kidnap her!

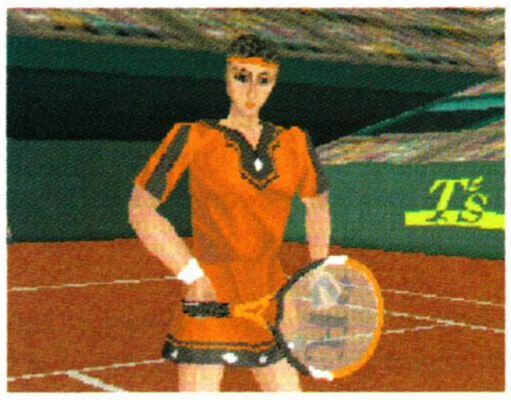
Featuring the distinctive anime/manga style, Virtua Fighter has become an instant hit in Japan. Fumio Kurokawa: "The TV show should draw the attention of children and youngsters between the ages of six to 15. The comic strip that appears in the weekly Playboy magazine (which currently has a circulation of one million) should attract the age group from 16 onwards. Our ultimate goal is to attract new users through marketing VF2 and to draw them into VF3."

RELEASED ABROAD

PLAYSTATION SOFTWARE IN JAPAN

The last two months have produced a mixed bag of PlayStation releases from Japan, with software houses attempting to either cash in on already popular genres, or market their own new products in an attempt to match the quality software titles such as Tekken and WipeOut. The games that MAXIMUM has playtested range from the utterly dreadful to the quite entertaining, and include some new styles of games never seen before on the PlayStation that benefit from a 32-bit overhaul.

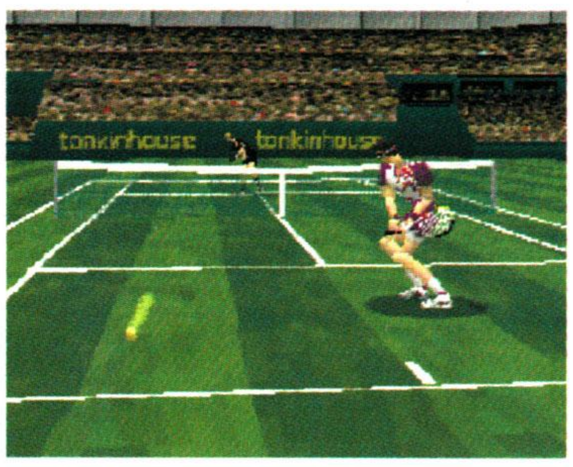


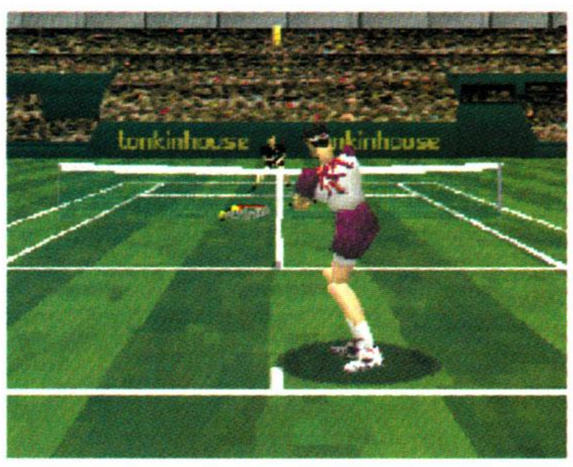


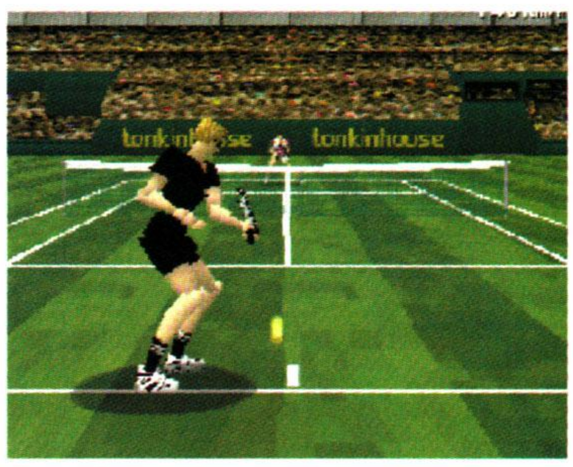
Sporting games have enjoyed increased popularity in recent times, and with the advent of a machine that can handle more life-like animations and can shift polygons with little problem, there has been a surge of sporting titles that make use of the PlayStation's advanced features. Two such releases are set to go head-to-head, and both are polygon tennis games; Ground Stroke and V Tennis.

Ground Stroke Tennis by SPS has been available on import for a while, prompting Ocean to snap up the rights to a UK port-over. Perhaps they have been too hasty in their choice, as although the polygon figures look very nice and are well textured, there are only eight players to choose from (and they cannot move diagonally about the court; a serious oversight) and there is no way to personalise or adjust your own individual player. This plays a commendable game of tennis, but lacks huge amounts of depth and playability.

After a rather, er, interesting introduction, Tonkin House's V Tennis shows itself to be a rather more entertaining title, despite some inferior polygon players. Tonkin House was responsible for the seminal Super Tennis title on the Super NES, and the playability of that game has rubbed off onto this game. The options are excellent, and you can even create your own player from scratch, choosing his or her own strengths and weaknesses (along with skin and clothing colours). The game itself has the opponents running about at much greater speeds, and the game allows for a large number of techniques to be learned by a more individually honed player. You can even roll for a difficult shot, whilst changing through multiple camera angles with ease. Watch for an English conversion of this title.







It's a veritable PlayStation sporting explosion with three new outdoor titles!

Still with the sporting theme, Namco have released their first sports title on the PlayStation in the shape of Prime Goal EX. Under license from the J-League, Namco have created an entertaining game of arcade-style Soccer antics that plays very well and looks the part. The graphics are scaling bitmaps in the same manner as those found in FIFA '96, but it loses out to the EA with less kicks and on-pitch techniques, and only three camera angles.

The final sporting title is Boxers' Road, and this is more of a simulator than a fun arcade-style boxing game which many had hoped for. The Japanese text means that trial and error is required before a boxer can be fined tuned to your exact details, and PlayStation owners are advised to wait and see if an English translation occurs.

NAMCO KICK OFF

Prime Goal Ex is Namco's first PlayStation outing that isn't derived from one of its popular line of arcade machines. The game's immediately playable and boasts an impressive 3D texture-mapped pitch. It lacks the graphical finesse and impressive effects of FIFA '96, but taken in its own right as a rampantly playable PlayStation title, Prime Goal Ex is well worth a look. This isn't likely to become a hit for Namco in the same way as Ridge Racer or Tekken, but it shows that Namco are certainly capable of producing decent original software.

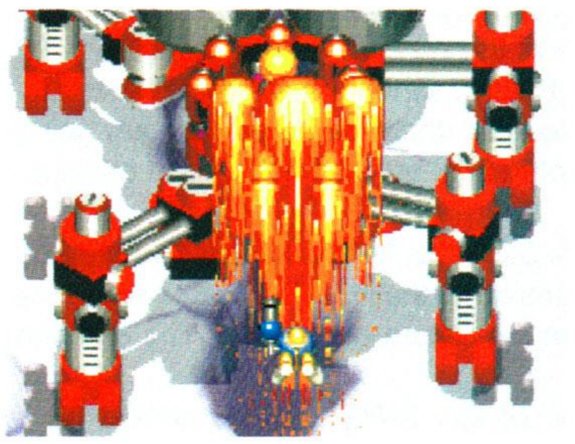
Away from the sporting titles, we find a platformer from one of Sony's own in-house teams called Hermie Hopperhead. This stars a small child with a pink rubber glove on his head whose only friends are a collection of differently coloured eggs. What sets this apart from other platformers (including even Rayman) is the sheer lack of control of the main character, badly set out and linear levels, and run-of-the-mill gameplay that has been seen hundreds of times before on 16-bit consoles.

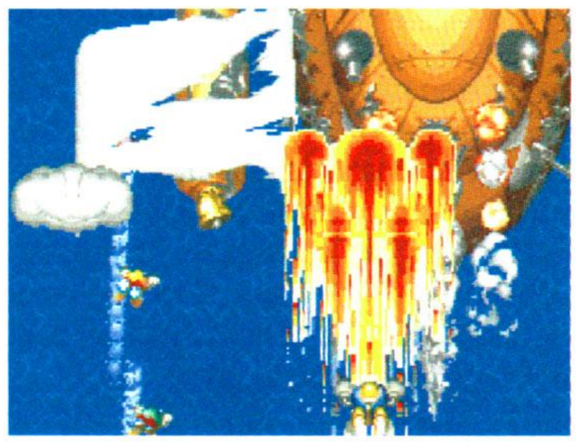
HERE'S HERMIE HOPPERHEAD!

A curious little observation about the PlayStation: how can the company that produced the machine not match the efforts of third parties in terms of software? Hermie Hopperhead is a particularly inoffensive title that offers nothing new to the platform genre. Sony's next - Kileak the Blood 2 - looks good.

For cute sprite-based action of a far higher quality, look no further that the Pop 'n' Twinbee Deluxe Pack Shooting Game. Celebrating ten years of the Twinbee phenomenon, this has two games in one, and both play in exactly the same manner; a vertically-scrolling shoot 'em up. Collect differently coloured bells and other trinkets whilst dispatching pigs, dolls, cute fluffy animals and other bizarre creatures in a game that you'll love or hate. This is just another shoot 'em up arcade port over, and features two conversions, plus the option to narrow the screen to arcade size. We found this to be an excellent (if a little dated) title, and shows the PlayStation's 2D capabilities off well, despite some slowdown.

A new RPG has also surfaced, and is known as Wizardry. You take control of a number of troops in an adventure that runs like Lands of Lore, Bard's Tale and other RPGs of old. This could be an excellent adventure title if released over here, but for now, the Japanese text renders this almost impossible to play without a great deal of needless plodding around, and the loading delays when a fight commences is also a problem.

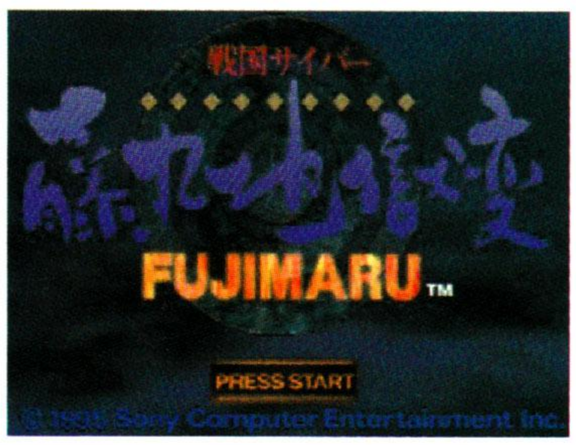




KONAMI TWINBEE ANNIVERSARY PACK!

Pop 'n' Twinbee offers two different versions of what is essentially the same game. Although MAXIMUM had a fair portion of entertainment from this particular title, it has to be said that longevity isn't its strongest quality - both game variations are easily completed.

Konami revisit their arcade past with the release of the Pop 'n' Twinbee deluxe pack!



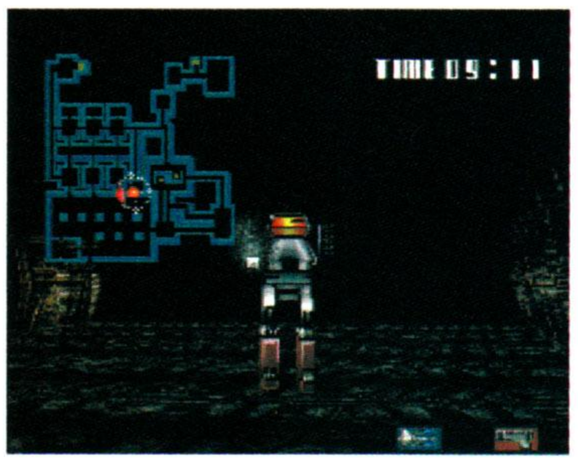
ENTER... FUJIMARU!

Unfortunately, Fujimaro follows the example set by Arc the Lad - that is, it's not really very good.

EXECTOR BLASTS ONTO PLAYSTATION!

A new pseudo-3D shooter, Exector managed to keep MAXIMUM a lot longer than the majority of the import releases this month. It's similar, but not quite as polished as Gremlin's Loaded and isn't really that bad.

Next up is Fujimaru, a strategy game from Sony, which is best described as the Japanese equivalent of the PC game, Dark Legions. From an initial selection of characters (such as a sword-wielding warrior and a huge fat wizard), you must advance over an area of squared off land, defeating bandits. The problem with this is that the characters are horribly drawn and animated to appear pixilated even at distances, whilst the battles themselves are just drawings of one character hitting another.



The final selection of newly released Japanese PlayStation games all feature giant mech-robots in one form or another. First up is Exector, a Gauntlet-inspired arcade adventure that plays like Loaded but with two viewpoints. The graphics are not as detailed, and the game lacks the overall feel of the Gremlin title, but appears to be more involved. The power-ups that you collect eventually allow you some devastating weaponry, and the difficulty level is set at just the right level. This is a game that will appeal to some people immediately, and is the only robot wandering game of this kind, but lacks variety in enemy robot content and level design.

The much-hyped Metal Jacket has finally hit the Japanese shelves with something of a dull thud. Our collective jaws dropped when we saw the graphics in this robot one-on-one missile fest; they really are the worst yet seen on a PlayStation polygon title so far. This also has knock-on effects on the gameplay, as the polygon constructions are so crude that they glitch and disappear when your robot closes, leading to situations where you can't tell if you're hidden from the enemy or not. The screen update is terrible, and even a link-up option (this being the first game to take advantage of it) cannot save this game, especially after the initial and encouraging hype.

Finally, we have Zero Divide, a robot polygon fighting game that was released in early September. We were quite surprised at how well this plays; the speed, animation and texture-mapping all make this an excellent showcase for demonstrating the PlayStation's power. The obligatory bosses appear such as X-Tal, a floating brain, and a bizarre polygon cat named Neco, but the limited moves and unbalanced characters (along with some decidedly blocky and badly detailed backdrops) spoil what could otherwise have been an impressive fighting title.

CAN YOU FIND PHALANX?

Hidden inside the code of Zero Divide is a version of the aged Super NES release Phalanx. How do you find it? We aren't telling.

SNK and SEGA swap games

SS SNK/ SEGA — SNK AND SEGA TEAM-UP! NEO GEO GAMES — COMING TO SATURN IN 1996!

In a totally unpredicted and extremely exciting move, SNK and Sega have teamed up to exchange titles between Sega Saturn and the Neo Geo system. Takashi Kaga of SNK recently gave an interview to Japanese journalists about the new deal.

"There was a high demand amongst many non-Neo Geo owners to convert Neo Geo software onto their hardware. We had originally stated that we were not thinking of conversion onto a non-Neo Geo machine, but after examining the quality conversions Sega has implemented, we agreed to the conversion."

Fatal Fury 3: Road to the Final Victory and the awesome King of Fighters '95 have been pencilled in for conversion onto Saturn, although SNK have not decided which Sega titles to convert onto Neo Geo. Also unclear is who is actually going to convert what. At the time of the press conference, no titles had begun development on either Saturn or Neo Geo.

However, the conversion of coin-op Neo Geo titles is to become an on-going concern. Says Mr Kaga: "First the arcade version of the Neo Geo game would be developed, then the home-use version, then the Saturn conversion. The duration will vary from game to game."

The prospect of superlative conversions of key SNK products should be a cause for much celebration. King of Fighters in particular should be an absolutely awesome game - being as it is, a totally unique and extremely playable 2D fighting game.

Summing up, Mr Kaga said, "Users of both the Neo Geo and Saturn should be delighted to hear this news. We have much more software planned for development, so Saturn users can also look forward to our future games."

King of Fighters confirmed for Saturn!

SATURN KING OF FIGHTERS!

One of the most exciting combat games pencilled in for Saturn owners has to be the newly announced King of Fighters '95! Neo Geo shots are shown here, but we are counting on SNK and Sega to covert everything from the original Neo Geo title onto the Saturn.

ACTUA SOCCER: Fantastic football action with next-gen graphics!!

Set to go head-to-head with FIFA '96 is Gremlin's Actua Soccer, an amazing-looking Football title with outstanding visuals. The PC-CD ROM version has already hit the shelves with a PlayStation version scheduled before Christmas, and both are backed by the most expensive advertisement campaign ever mounted for a console game.

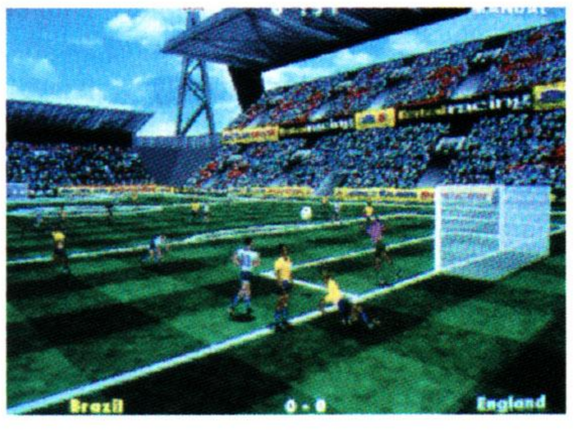
Actua Football's main strength undoubtably lies with the incredible visuals. Never has a football game ever seen such impressive motion-captured and texture-mapped polygon players, but **MAXIMUM** was expecting such lavish graphics from a company that has already paid over £250,000 on a state-of-the-art Motion Analysis System. With this amount of money backing such a project, Gremlin must produce the king of all Football games in order to compete with FIFA and all the other pretenders.

Actua Football boasts a number of interesting features designed to make it stand out from the rapidly expanding football games crowd. These include a free view camera system for infinite angles, motion capture taken from real players (including Andy Sinton), Barry Davis commentary, full editing facilities for choosing any of 44 international sides, numerous tournament options, infinite replay viewpoints and a 20 player PC network option.

After our initial playtest of the PC version, we came away pleasantly surprised. This does indeed seem to be a game with depth equalling the graphical prowess of the visuals, but due to the game's late arrival, we could not play it long enough for review purposes. Expect a fully rounded and uncompromising review in our next issue.

ACTUA ACTION!

So does Actua Soccer compare to FIFA? In our quick playtest we discovered that the games both feature excellent 3D, although Actua seemed to have the edge. Of course, it's gameplay that's most important - stay tuned for our verdict!



PC GREMLIN — MORE FOOTBALL ACTUA SOCCER — AVAILABLE NOW, PRICE UNCONFIRMED

Welcome to NEUTROPOLIS in intriguing new Gremlin title!

PC GREMLIN
3D Adventure
NORMALITY
AVAILABLE IN FEBRUARY 1996, PRICE UNCONFIRMED

Another major release for Gremlin is Normality, a 'tongue-in-cheek' 3D point-and-click adventure scheduled for release by Christmas 1995. The action is set in the future city of Neutropolis, where odd climatic changes and strange murders have resulted in a stagnated population. These unhappy masses were kept in check by the Norm Troopers (ho ho) who hold sway over the slowly decaying city.

This is where your character is introduced. You play Kent, a young rebellious cyber-youth with serious hygiene difficulties, and the only dreamer in the whole of Neutropolis. At the moment you are undergoing observations by the Norm Troopers after a particularly heavy bout of whistling, and this pushes you over the edge. You decide to break out of your cell, and fight your way out of Normality to become a true individual.

Gremlin enter the arena of the point 'n' click adventure - but this time there's a Doom-style 3D engine!

The game is the very first adventure of the point 'n' click variety that utilises a Doom style 3D engine on the PC and this makes it a visually appealing title. The detail level is exceptionally large although this does mean that the game might not run quite so well on 486 PCs (it worked fine on the **MAXIMUM** P90.

Gremlin boasts over 100 motion captured animation sequences, a 'unique' first-person point and click system and over 120 locations, and providing the voice-overs and 'humour' don't end up becoming grating, this could be an entertaining exploration title.

3D ICON ADVENTURING

These two screenshots give you some idea of how the game looks, although to be honest, you really need to see it moving to get any notion of how detailed and atmospheric Normality is. To manipulate objects bring up the effigy above and select the appropriate limb to set off the right action. This way you can interact with the backgrounds and solve the many puzzles awaiting you in Normality.

TEKKEN 2 TOURNAMENT

The title *to this news story pretty much sums up the deal: an enormous Tekken tournament is to take place at the Namco WonderPark on Sunday December 17 - prizes up for grabs include a Sony PlayStation, some Walkmans, Discmans and some exclusive Tekken 2 shirts. The entrance fee is £1.00, after which all credits used in the challenge are free. The WonderPark is situated at 40-42 Great Windmill Street off Picadilly Circus.*

WIPEOUT MUSIC ON CD

One of the best things about PlayStation WipeOut (if you ignore the awesome graphics and finely tuned playability) has to be the music, featuring some fine tracks from the likes of Orbital, Leftfield and the Chemical Brothers.

Out now you'll find an excellent dance compilation featuring the WipeOut name and livery, and once again the trio of musical ditties from the game feature, along with some other excellent tunes from The Prodigy, New Order and The Manic Street Preachers (in a remixed frenzy).

After testing the CD in the ***MAXIMUM*** *stereo, the response from the team was very positive with the vast majority of the music being rather good if you like that sort of thing. However, the last two tracks (from Dreadzone and The Shamen) are a bit of a let-down to be honest.*

THE CREATORS OF MAXIMUM

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OUT NOW IN JAPAN

THE LATEST SEGA SATURN SOFTWARE

Sega Saturn has achieved something of a small lead in terms of sales in Japan, mostly down to the quality of the AM team conversions. The question is, can any body else keep up with the programming skills of the Sega in-house AM teams? Well, the answer, to be frank, is "no" - as this bunch of the latest import releases reveals. And that's the big difference between Sega and Sony - for PlayStation thrives on third party games. Still, enough of this: on with the Saturn round-up of all that's new in the Land of the Rising Sun.

There was much whooping and excited noises at the prospect of a Saturn conversion of the seminal puzzle game Puyo Puyo. In its Super NES guise, the game is frankly incredible - right up there with Tetris and newcomer Panero Gopon. After many hours spent with the Nintendo version, hopes were high for a topping Saturn game, but unfortunately, we were slightly disappointed.

There's nothing truly *wrong* with Puyo - in fact, in many ways it's the best version yet, with all-new Puyo variations that in theory offer many more hours of excellent puzzling action. It's just that the *feel* and even *atmosphere* of the superb Nintendo version are somehow missing. It's still one of the best puzzle games, but surprisingly, the music isn't half as good as we were expecting. So, overall then, a good game, but easily surpassed by a new puzzler from accomplished Saturn coders AM3 (which fits in with the pattern established in the introductory paragraph).

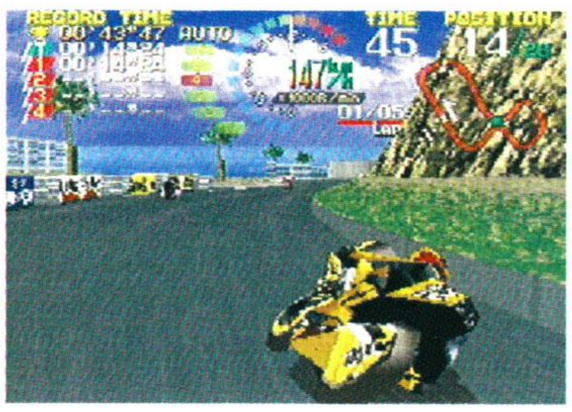
The bizarrely monikered Baku Baku Animal is very similar indeed to Puyo, but with one or two novel twists in the gameplay. Converted from a little known ST-V coin-op, this game involves creating block-based patterns a la Puyo, although this time the blocks take the form of different foodstuffs. Sometimes animal blocks descend - match the appropriate beastie with the right feast and watch those blocks disappear. Being arcade-originated, the presentation in Baku is excellent indeed and the action is extremely compelling. This is definitely bound for an official release and it's the best puzzle game you can see on Saturn.

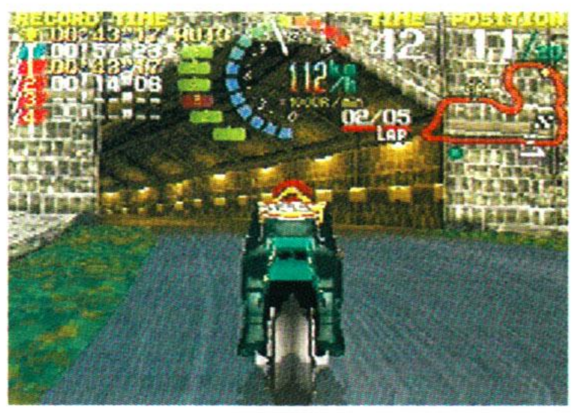
PUYO PUZZLING!

There's something of a glut of Saturn puzzle games at the moment what with the release of Baku Baku Animal and Compile's Puyo Puyo. It has to be said that the Sega-sourced product is a lot better than the established Puyo title.

BAKU BAKA!

Baku Baku Animal is an utterly excellent puzzle game from the labs od Sega's AM Research and Development Department #3.





HANG-ON... TO YOUR MONEY

One of the most eagerly awaited racing games for the Saturn had to be Hang On GP '95, previously known on Sega release schedules as Virtua Hang On. **MAXIMUM** was expecting pretty big things from this as the original title was the first coin-op to be produced by a certain Yu Suzuki. However, it would seem that the might of the AM2 team director has not been brought to bear on this particular product. With its very ropey 3D and totally unrealistic bike flicking activities Hang On GP is something of a joke - clearly it's a fill-in road racer until the technological wonder that is Sega Rally Championship arrives on Sega Saturn. As the "witty" mini-headline above states "hang on" to your money and spend it wisely on the forthcoming AM3 conversion.

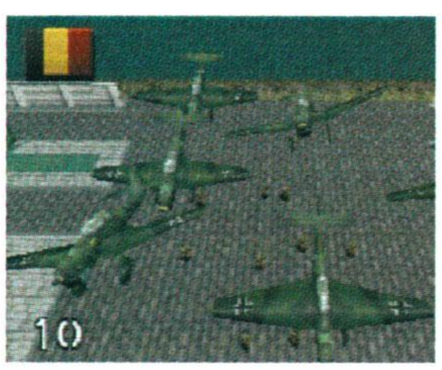
Any one who has bought the game on import and likes it (and there remains a small possibility that such individuals exist) should know that there is a range of secret bikes (including one that looks like Street Hawk) and tracks to discover, which is the one and only thing that Hang On has over Sega Rally.

STRATEGIC PURCHASING DECISION

World Advanced Strategy is an all-new wargame that has made an impressive impact with Japanese gamers. In its most basic form, the game is a wargame of old, complete with game areas split into hexagonal blocks. The basic aim is to move your various forces (aircraft, tanks, jeeps and infantry) about and crush the enemy forces. Every time military forces clash, the screen shifts into a number of impressive 3D scenarios, which play out the battles in front of your very eyes. Visually, it's quite splendid, although the range of Japanese text is bewildering at first. The chances of an official release are quite remote - although it's been a hit in Japan, wargames just don't really sell that well over here. It's also doubtful that a game where you can play as the Nazi forces, invade Poland and kill the French is likely to go down well with our European partners.

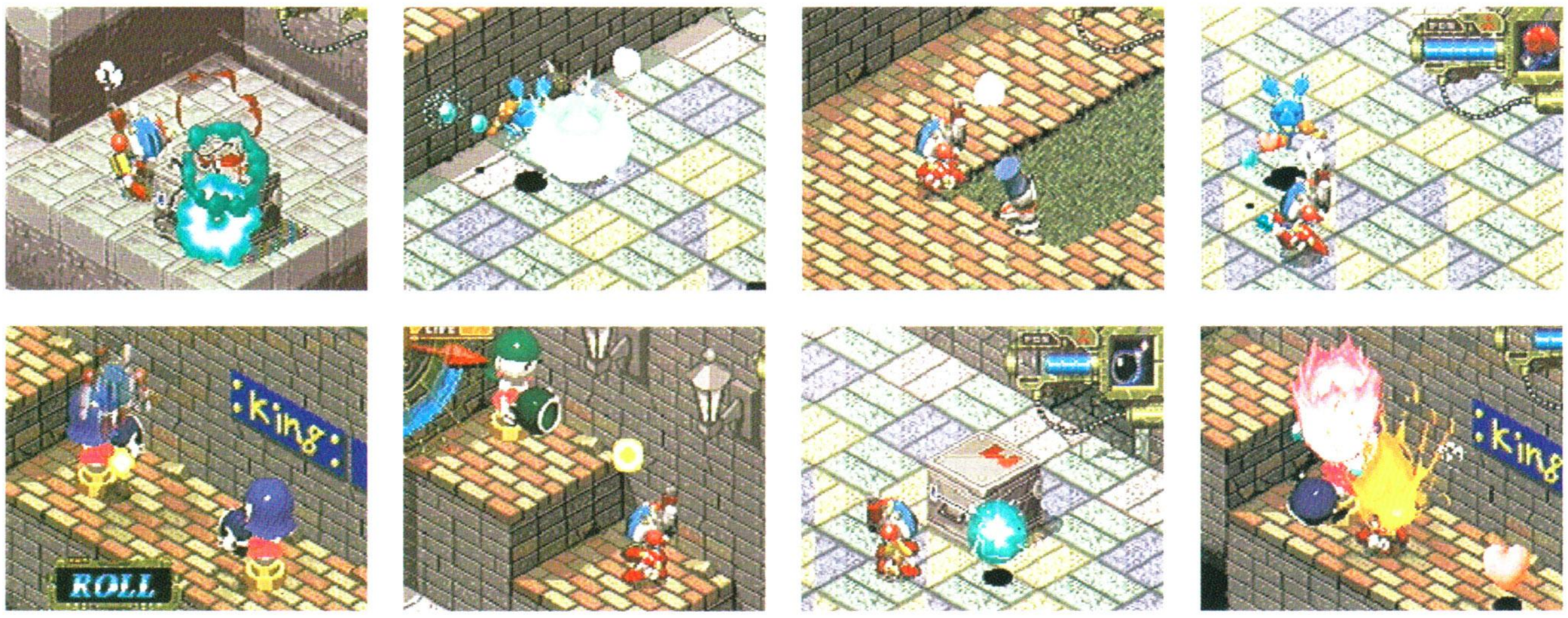
WORLD ADVANCED ACTION!

A title that has earned Sega a huge amount of loyal fans is World Advanced Strategy. It's a conventional wargame spruced up with a range of excellent real-time 3D battles (right). These are the high-point of the game.



AND THERE'S MORE

Takara's first entrance into the Japanese marketplace comes in the form of Steamgear Mash - a very strange exploration/shooting game played out with an isometric perspective. In the game's defence, it's all very jolly and the quest on offer is certainly vast - but you can't escape the fact that with a lower resolution and less pleasing music, Steamgear Mash would be quite at home indeed on a Megadrive or Super NES.



LET OFF STEAM

Steamgear Mash has attracted some pretty decent reviews over in the Land of the Rising Sun. The title's very cute graphics and smooth, swift action make for a game that is visually quite pleasing. The gameplay is predictably simplistic, but should go down well with the younger gamers the product is obviously aimed at. Hardcore gamers would do well to avoid it though.

Also arriving in the **MAXIMUM** offices this month is our first American import title - Crystal Dynamics' Off-Road Interceptor Extreme - a sort of turbo-charged edition of the popular 3DO title. This is due for an official release courtesy of industry behemoth BMG, with a release scheduled for before Christmas. A full review will appear in next month's **MAXIMUM**, but the basic message on offer from us is: it really isn't worth the bother. The Saturn market is packed with quality racing titles and Off-Road Interceptor isn't one of them.

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MAXIMUM NEWS

PS NAMCO

THE SEQUEL TO NAMCO'S CLASSIC RACING GAME
RIDGE RACER REVOLUTION
AVAILABLE DECEMBER 3 IN JAPAN. THE U.K RELEASE IS DUE MID '96

THAT RACER RETURNS

RIDGE RACER REVOLUTION

It's a revolution! Namco return to the PlayStation with a sequel to the game that firmly established their reputation for top-quality next generation produce. MAXIMUM paid a visit to Namco's London offices to check out the new game, currently at the 60% stage of completion. Already we can report that Revolution is looking excellent - everything you would want from a road racer (including the all-important two-player link-up) is in there. Read on...

Almost a year has passed since Ridge Racer was released on the PlayStation in Japan. For a machine desperate to prove itself in the face of difficult competition, Namco's first title for the machine did an incredibly wonderful job, replicating the incredible graphics and top-notch gameplay of the celebrated arcade original. The game went on to become the top-selling PlayStation game of the time and convinced all who saw it that the Sony machine was superb - and that Namco produced the best games for it. Subsequent titles such as Air Combat and most notably Tekken have reaffirmed Namco's reputation.

Now the company is ready to prove it all over again with Ridge Racer Revolution - a follow-up to the original game that takes the basic, winning Ridge Racer formula and improves on it in a huge number of areas.

The biggest news is the inclusion of an all-new track. The original game featured one course with three variations dependent on the difficulty level chosen and the same is true of the new game. Whereas the entirety of the original game could be loaded in one go, the sequel loads in each variation of the track separately. It's clear to see that there is far more in the way of background scenery in Revolution, with each different route providing a radically varied drive. New music and new sampled speech have been added as well.

However, the best addition to the game must be the inclusion of a link-up facility, which enables two players to challenge each other on any of the three different tracks variants of either course. **MAXIMUM** took the link-up game for a test drive and came away mightily impressed. Namco practically invented the multi-player tournament in the arcades with its successful (and rampantly playable) Final Lap series and clearly the experience on this and Ridge Racer II has paid dividends. The game speeds up players if they fall too far behind their human opponent, which makes for some thrilling competitions. The new inclusion of a rear-view mirror adds to the excitement, allowing you to "cut-up" incoming players and stay in the lead. Adding to the value this

Ridge Racer Revolution uses the Link-Up cable for two-player challenges!!

ALL-NEW FRONT END

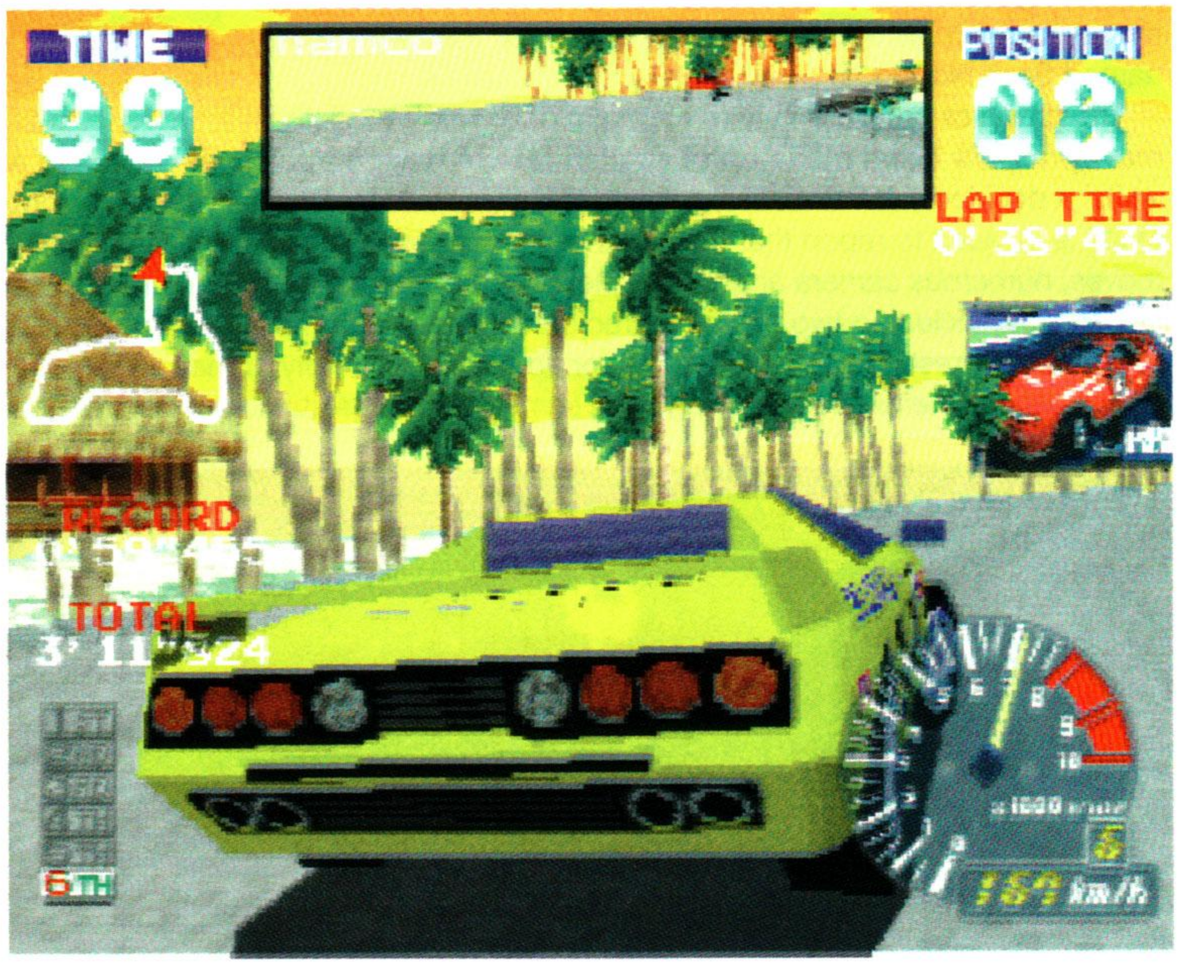
Looking even more accomplished than the original Ridge Racer is Revolution's front-end. Choose here from a range of different cars, different speed classes, different music and different courses. Just like the original, Namco haven't ignored the impact of the excellent music and a dedicated player is also available to select.

Choose from three different game settings Race, Time Trial and Free Run!!

product presents is the ability to choose to race on two different variations of the original Ridge Racer track as well.

From our short playtest of Ridge Racer Revolution, it's clear to see that Namco have got what it takes to seize pole position in the battle of the great PlayStation racing games. Pencilled in for a Japanese release on December 3, with a European release following sometime in 1996, Ridge Racer Revolution looks like being one of the most exciting PlayStation products currently in development. **MAXIMUM** will be providing more information in forthcoming issues.

Use the rear view mirror to keep an eye on the competition!!



REVOLUTION SHORT STORIES

***Despite the** extra detail in the graphics, Ridge Racer Revolution remains as speedy as the original Ridge Racer game on PlayStation, running for the most part at 30 frames a second. This provides a smoothness and fluidity that adds to the experience.*

The European style hardcore techno which impressed so many on the first PlayStation game returns in real style in Ridge Racer Revolution. There are almost twice as many tracks as before, with a grand total of eleven rave classics included in the 60% complete game we played. Remixes of the first game's tunes are in evidence along with some awesome new tracks, featuring such names as Drive U 2 Dance and Lords of Techno.

The enemy cars in Ridge Racer Revolution are far more intelligent than in the first game and far less predictable, making for a more challenging title. The inclusion of a rear view mirror helps tremendously as the cleverer CPU drivers like to overtake you at the earliest opportunity.

Despite retaining the speed and feel of the PlayStation original in Ridge Racer Revolution, an all-new team was drafted in to handle the new game. Revolution isn't to be confused with either Rave Racer or Ridge Racer II - the new track and most of the new features have never been seen before in any Namco product.

CAR WARS

From our initial playtest of Ridge Racer Revolution, it would seem that all twelve cars from the first game make their triumphant return in the sequel. Again, upon first loading the game a mere four vehicles are available for selection in the game. The key to accessing the remaining cars again lies in the Galaga intro. Blasting all of the aliens (this time converted over from Galaga '88) rewards you with a further eight motorcars to choose from. However, Namco tell us that twelve cars isn't the total number of vehicles in the game, leading us to think that the Devil Car might make a return appearance.

What is apparent is that the cars have benefited from a slight overhaul in the graphics department, with more detail being evident. Players can also choose between four different classes for their car on the game's front-end, depending on what area they have reached in the game. The distinction is purely down to speed, with maximum speeds between the different classes varying from 164km/h to a turbo-charged 224km/h!

ALL-NEW FRONT-END

The original Ridge Racer had a fairly simple menu system, which has been radically redesigned for Ridge Racer Revolution. This allows the game to cram in far more options than there were before. Three different race variations are available on each course - Race, Time Trial and Free Run, each offering a different number of laps and opposition cars. Music selection returns (this time with nearly double the amount of tunes) along with all-new options designed to get the most out of the link-up facility. Here players have five different courses to choose from and can race any car on any track (players can even select the same vehicle if they want an even race).

Choosing between all of the tracks is a far more attractive process thanks to spinning full-screen rendering of each course.

ALL-NEW TRACKS

The centrepiece of Ridge Racer Revolution is the new main track (the old track re-emerges in two-player mode). All three track variations are shown in the pictures surrounding this text.

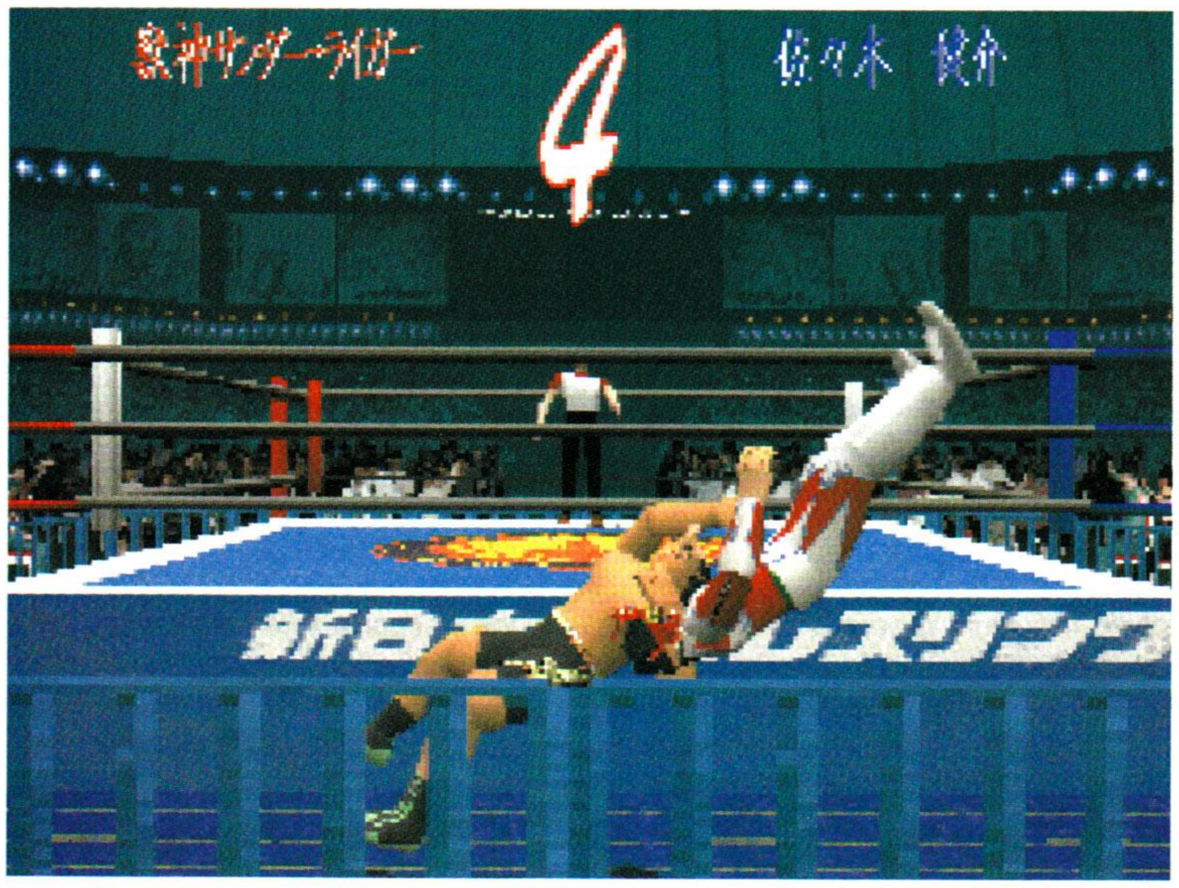
NEW JAPAN PRO-WRESTLING: Tomy's new wrestling fest arrives!

PS TOMY
NEW JAPAN PRO-WRESTLING
TOUKEN RETSUDEN
AVAILABLE NOW IN JAPAN PRICE 5800 YEN

Just arrived from Japan is the first Polygon wrestling game for the PlayStation. Distributed by Tomy, previously famous the world over for small plastic toys, this title promises a wealth of holds, grapples and head-stomping. An initial choice of 12 characters are available, and although they are superficially similar, they sport many different techniques. All of the 12 are apparently famous Japanese wrestling heroes, and include megastars such as Jyushin Thunder Lyger and the awesomely named Scott Norton.

The graphics are extremely reminiscent of Boxers' Road, the main wrestlers being made up of spartan texture-mapped polygons stomping around a 3D arena, whilst a decidedly 2D audience applaud the proceedings. Despite the rather rough graphics, **MAXIMUM** is pleased to report that the game itself plays excellently, with each player boasting at least 40 moves, numerous camera angles and plenty of humourous touches. The usual smattering of secrets are present, including two secret characters to select, a number of camera options, ultra-moves for many of the wrestlers, and even an option to play in an empty arena.

The venues themselves also vary, with some being huge stadium affairs, whilst other matches take place in lavish ballrooms, and even the arenas are interactive. Your grappler can climb onto the ropes for a particularly gruesome floor splash, and you may even hoof your opponent out of the ring for a bout of grappling. This can be very entertaining as you may stun your fellow wrestler by throwing him against the metal crowd barriers, resulting in a suitably unsubtle clank as head collides with steel.



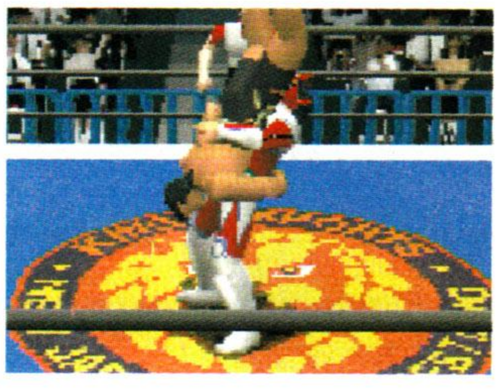
Over forty moves for every wrestler!!

Although paling in comparison to titles such as Tekken, this game has many fine features to offer the PlayStation owner who desperately wants an innovative wrestling title. Despite some slight failings, such as characters remaining on the ground far longer than they should, and bouts of moon-walking affecting all the combatants, Toukon Retsuden is much more of a pick up and play arcade grapple-fest. The Japanese text does not impede the gameplay to unacceptable levels (unlike Boxers' Road), and there is much to discover, including many more moves than those contained in the accompanying manual. This is never going to be the ultimate PlayStation wrestling game, but it's playable and thoroughly enjoyable (despite some decidedly ropey graphics) all the same.

TAKE IT OUTSIDE!

Many pleasing touches make this title stand out from the crowd. Continue your fight outside the ring and be advised; pummelling your opponent's head into the crowd partition results in major damage, so throw him as many times as you can.

Although it's a bit rough around the edges, this import wrestling title seems to have included just about everything - let's hope some enterprising UK company licenses it immediately.



SUPER GRAPPLING ACTION!

A huge array of wrestling moves have made their way into this game. As you might expect, a great deal of them are throws, which are depicted with the level of smoothness you've come to expect from decent motion capture techniques.

WRESTLING SHORT STORY

If Japanese *polygon wrestlers aren't your bag, an entertaining alternative is the decidedly more American WWF Wrestlemania from Acclaim. Control one of the eight sprite-based, but infinitely more famous large muscular gentlemen in a no-holds barred competition to discover the cream of the WWF. This game is even more arcade-orientated than Toukon Retsuden, with the fighters' special attacks owing more to the magical-based Street Fighter moves than the traditional wrestling techniques.*

Despite all the colourful antics of this other PlayStation wrestling title, the sprite-orientated action looks decidedly 16-bit, but on the other hand, this is a pleasing and polished product with much to recommend it. It all comes down to personal preference.

NINETEEN PAGES OF CRITICAL COMMENT ON THE GAMES RELEASED THIS MONTH ON ALL MAJOR "NEXT GENERATION" FORMATS!!

THE ESSENTIAL BUYERS GUIDE
REVIEWS

*Welcome to the **MAXIMUM** Buyers' Guide - the all-out, full-on reviews section that pulls no punches and gets "back to basics" as far as reviewing is concerned. You see, our comments concern whether the game is a) any good and b) worth buying. You'll find a simple stars system used to sum up our thoughts along with concise, to-the-point commentary in the main text. We don't muck about here, you know. If a game's rubbish you won't see "78% - recommended to fans of the genre" surrounded by pointless boxes copied from manuals or whatever. We realise that investing £40 and upwards into a videogame is a sizeable investment and you guys deserve nothing less than total honesty.*

If it's more detail you want on a specific game, we refer you to the Extended Play features at the front of the magazine. You won't find a game covered at the front that would score less than four stars in the buyers' guide. Every Extended Play game is an essential buy.

MAXIMUM RATINGS SYSTEM

★★★★★ *A truly outstanding release, classic in every sense of the word.*

★★★★★ *A recommended title that's head and shoulders above the competition.*

★★★★★ *Reserved for fairly entertaining games that are missing a certain "something".*

★★★★★ *A below-par videogame that could only appeal to the mythic "fan of the genre".*

★★★★★ *Hideous software that should not blight your prized games collection under any circumstances.*

MAXIMUM RECOMMENDED

VIRTUA FIGHTER — Sega Saturn

With just a few weeks to go until the release of Virtua Fighter 2, Remix has lost a great deal of its appeal, but if you don't own the flat polygon version, this £30 bundle pack could well be an irresistible purchase.

DOOM — Sony PlayStation

*Another new release that wasn't put down until it had been totally humiliated by the **MAXIMUM** crew. PlayStation Doom is a totally stunning release and narrowly missed out on the Game of the Month award.*

FIFA '96 — Sony PlayStation

EA Sports' PlayStation debut shows up all current "next generation" footie releases - the masters of soccer are back with a proverbial "vengeance".

PULSTAR — Neo Geo CD

Okay, so the sideways-scrolling blasting concept has been done to death over the years, but this particular Neo Geo example of the genre is a supremely playable, compelling piece of software.

SCREAMER — PC/CD-ROM

*Virgin's first PC road racer happens to be an excellent piece of arcade-like workmanship and a damn fine game to boot - definitely worthy of a **MAXIMUM** recommendation.*

SOFTWARE LINE-UP

Sega Saturn

HI-OCTANE	★★★★★
VIRTUA FIGHTER REMIX	★★★★★
NHL HOCKEY	★★★★★
WORLD SERIES BASEBALL	★★★★★
JVC VICTORY BOXING	★★★★★
CLOCKWORK KNIGHT 2	★★★★★
DIGITAL PINBALL	★★★★★
SHINOBI-X	★★★★★
SIM CITY 2000	★★★★★
GOLDEN AXE: THE DUEL	★★★★★
MANSION OF HIDDEN SOULS	★★★★★
NBA JAM: TOURNAMENT EDITION	★★★★★
STREET FIGHTER: THE MOVIE	★★★★★
CYBER SPEEDWAY	★★★★★

Sony PlayStation

DOOM	★★★★★
FIFA '96	★★★★★
TEKKEN	★★★★★
LOADED	★★★★★
ESPN EXTREME GAMES	★★★★★
CYBER SPEED	★★★★★
THEME PARK	★★★★★
STRIKER '96	★★★★★
STARBLADE	★★★★★
VIEWPOINT	★★★★★

Neo Geo CD

PULSTAR	★★★★★

3DO

BLADEFORCE	★★★★★
WOLFENSTIEN 3D	★★★★★
STARFIGHTER	★★★★★

PC/CD-ROM

HEXEN	★★★★★
FRANKENSTEIN	★★★★★
THE RIDDLE OF MASTER LU	★★★★★
SCREAMER	★★★★★
STONEKEEP	★★★★★

MAXIMUM GAME OF THE MONTH

HEXEN

*Despite the technical advantages of the Sega and Sony consoles, a PC game scoops the coveted **MAXIMUM** Game of the Month award this month. Hexen is by far and away the most played title during the gestation period of issue #2 - in fact, the game wasn't left alone until we had conquered it. Twice.*

SEGA SATURN

Cards on the table time here. If we're being totally honest with you - it must be said that Saturn has got probably the most exciting line-up of games in the pipeline. X-Men, Sega Rally, Virtua Cop and Virtua Fighter 2 are a quartet of titles that won't appear on PlayStation (or at least not for a while in X-Men's case) and all of them are absolutely excellent - you won't believe how poorly the Saturn's capabilities have been exploited in games to date when you see these particular beauties. It's just a shame that none of them are ready for review (and bar Virtua Cop, none of them will be available before Christmas). Instead, in the crucial run-up to Christmas all we have to look over are some poor first generation products finally getting an official release, boring Sega Sports titles and lacking 2D games. With this line-up of games, it's no wonder that PlayStation is outselling Saturn to such a great degrees at the time of writing. Cyber Speedway any one? Surprising us still further is the mighty Bullfrog having scored something of an own goal with their first 3D Saturn game - against all odds, Hi-Octane turns out to be something of a disappointment.

It's doubly frustrating for **MAXIMUM** to put together what is a pretty negative reviews section for one of our favourite machines, but what we aren't going to do is include unfinished software in our line-up. We can but hope that the powers-that-be get their acts together and release their quality games on the double. Hopefully, things should be better in next month's buyers' guide when we will be reviewing Virtuas Fighter 2 and Cop, X-Men and ThunderHawk 2. Now that's something to look forward to.

HI-OCTANE - High-speed 3D racing to rival WipeOut?

This futuristic car racer/blaster received mixed reviews when it was first released earlier this year on the PC, but was successful enough for Bullfrog to port it over to the next-generation consoles. The Saturn version boasts many more features and some interesting two-player action, but has this got what it takes to compete with the likes of Sega Rally?

Initially, the number of features and a comprehensive front-end ensures a wealth of choice and perhaps even a little confusion for the player. Once you've chosen your craft, track, number of enemies, difficulty, death match lives and type of race, your game begins.

This is when the problems arise. Bullfrog have evidently tried to get this game up to speed, but at about 15 frames per second, this runs quite fast, but jerks badly, and slows down considerably in two-player mode. The tracks are adorned with a variety of texture-maps, but all are blocky, and look badly pixilated when up close, while the enemy craft are made up of flat shaded polygons, and feature no texture-mapping (unlike the PC original). A final graphical fault is the clipping and warping of polygon scenery, both of which are evident, and this can sometimes obscure most of the screen and can even lead to your craft being permanently stuck in a rock face. Even the criticised Daytona USA managed less clipping and a higher frame-rate than this.

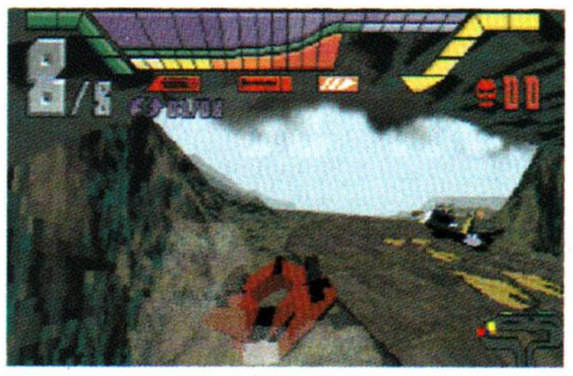
Enter Bullfrog's 3D debut on the Sega Saturn!

There are two methods of controlling the craft, and the first of these is also problematic, as instead of employing a button for acceleration, Bullfrog have decided you must hold the 'up' on the d-pad constantly. This causes problems when you want to turn (and thumb cramp), leading to over steering and an uncontrollable drifting. The other option of a button being available for turbos leaves less pressure on your thumb, but uses fuel at a frightening rate.

The split screen mode is moderately entertaining, but the multi-player 'hot seat' feature is a complete waste of time. In this bizarre extra option, you can compete with up to seven other players, with the first contestant controlling the action for thirty seconds before a second player takes over. Meanwhile, player one's craft is computer-controlled until his turn arrives again, leading to minutes of waiting, no real tension, and looks of bemusement all round.

Those still interested in this title will be somewhat heartened to read that this game also has a few points in its favour. A choice of six players, nine courses (three more than the PC version) adds longevity; while the power-ups, fuel and shield stops, and exploding enemies should ensure some entertainment, but when compared to such grade A releases as Sega Rally, the elderly Magic Carpet graphics engine cannot compete. Bullfrog have delivered a mildly entertaining but graphically impoverished title for fans of the original only.

★★



MAXIMUM SATURN

The most wanted games from Japan, as reported in premiere Fast East Journal, Sega Saturn Magazine.

1 VIRTUA FIGHTER 2
No surprises here considering pre-orders alone for this title are 1.5 million - the same as the installed base!

2 SEGA RALLY
Again, nothing here that's going to result in anything more than a mild rise of the occasional eyebrow.

3 VIRTUA COP
AM2's classic shooting title has an excellent profile in Japan and it's sure to sell huge amounts.

4 TOH SHIN DEN S
Considering the all-mighty power of VF2, we were surprised to see Takara's conversion appear.

5 DRAGONBALL-Z
More bizarre Japanese characters slug the living daylights out of one another in a one-on-one stylee.

INFORMATION SUPPLIED BY SEGA SATURN MAGAZINE, JAPAN

WORLD SERIES BASEBALL
- Sega Sports enters the third dimension!!

Let's face facts - the Sega Sports brand name isn't exactly synonymous with quality software, is it? One or two individual quality titles spring to mind, such as 16-bit Virtua Racing or the forthcoming Sega Rally, but otherwise Sega always seem to be out-gunned by superior concepts and programming from Electronic Arts.

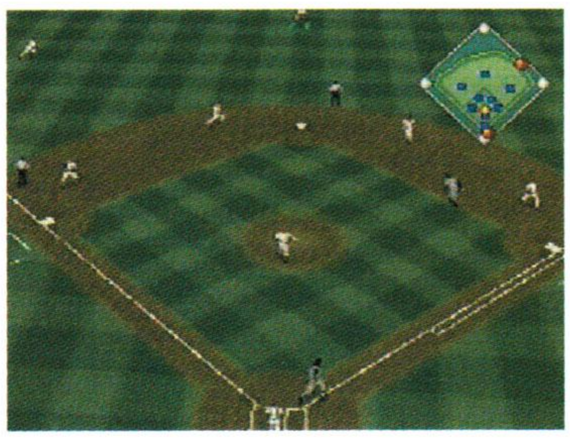
World Series Baseball is a good attempt at bettering previous offerings from Sega Sports and is actually a very good example of the genre. The level of presentation on the title is well up to the EA Sports standard, boasting a huge, almost bewildering array of options to wade through. The level of polish is also impressive - a choice of three different stadia spring to mind as an unnecessary, but not unwelcome addition to the basic game.

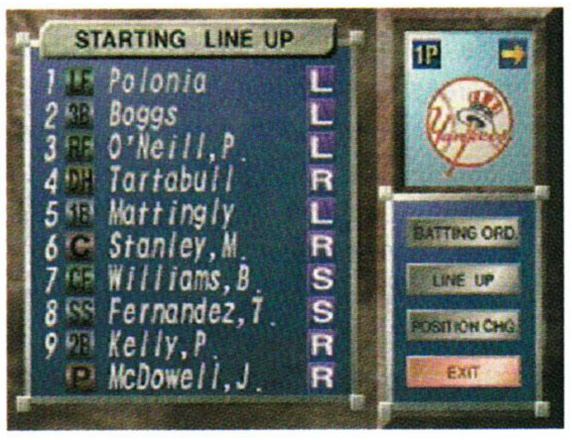
Into the game proper and World Series Baseball continues to impress, with a very smooth, extremely impressive 3D stadium. What isn't so good are the players - they're stiff, poorly animated sprites that look totally out of place on the texture-mapped stadium.

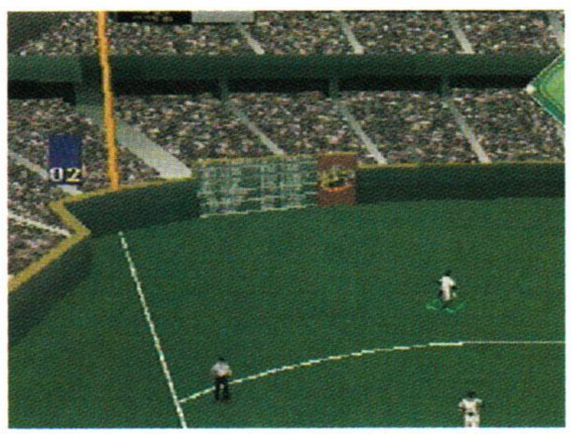
So, overall then, a good review so far. Only to be honest, this isn't really worth buying. Mainly because it's a baseball game and every one of them seems nigh-on identical to the next. World Series Baseball is conceptually the same as every other sim you've seen - the same 3D viewpoint, the same way of hitting the ball, the same way of fielding.

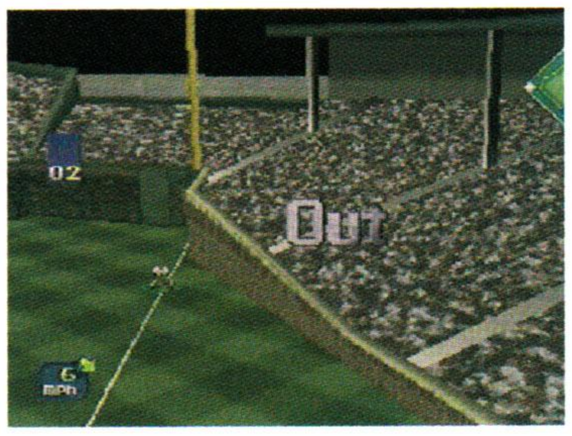
This would be fine if baseball was a decent enough game to begin with, but the fact is that it's just limited and dull. There is a decent amount of amusement to glean from the two-player mode, but overall, this just isn't really worth the bother.

★★★

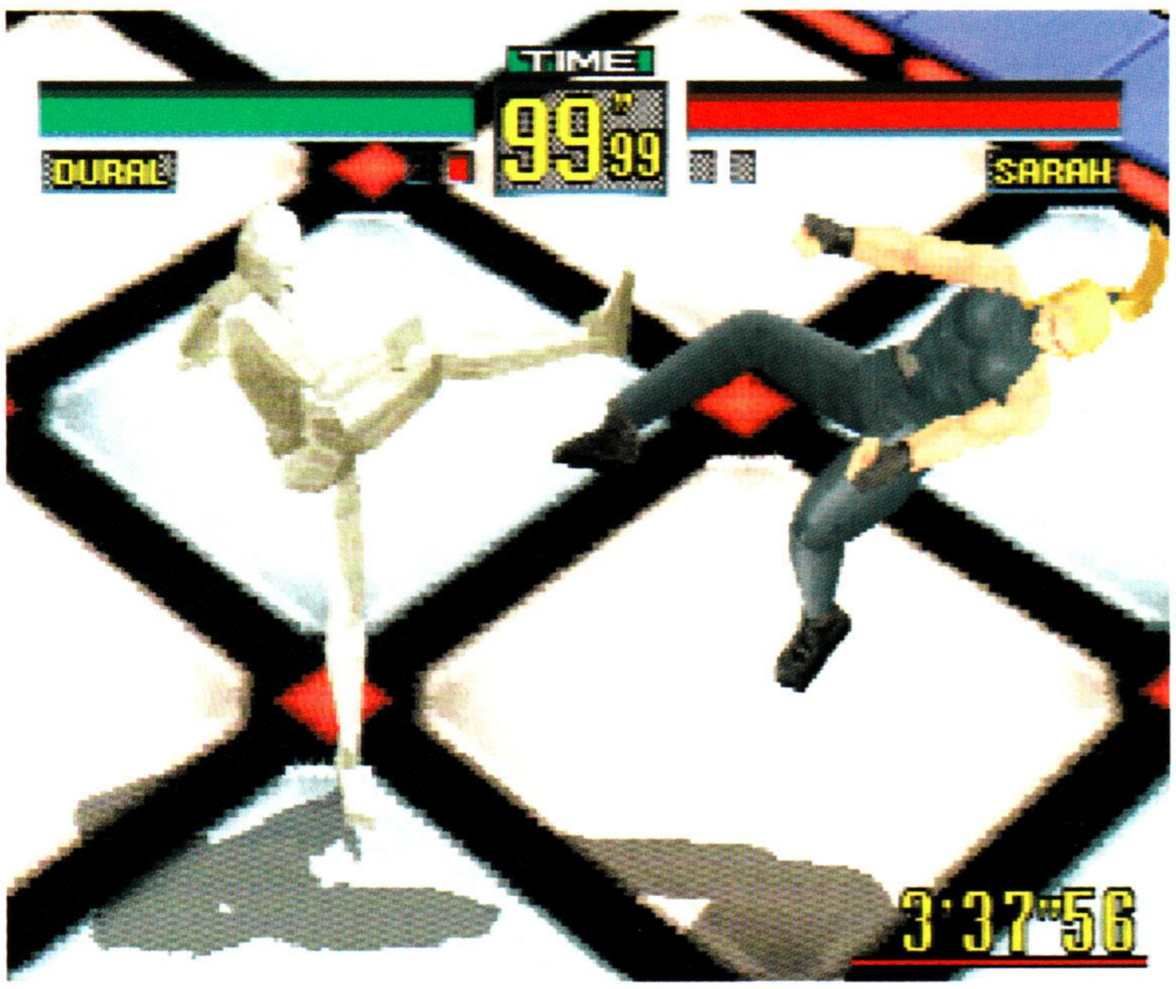








VIRTUA FIGHTER REMIX - Is it really worth buying with VF2 just weeks away?



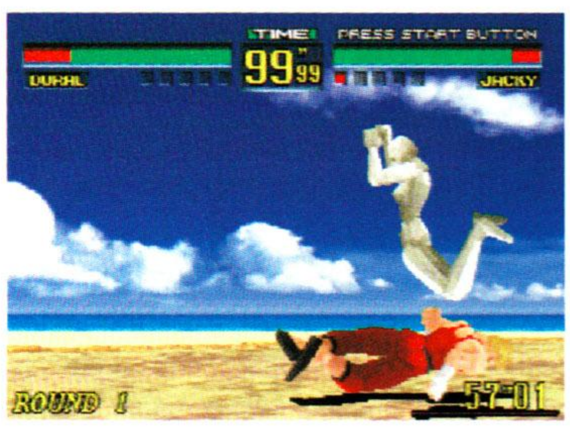
This graphically revamped version of AM2's classic Saturn fighting game was officially the most played game during the gestation period of **MAXIMUM** issue #1. And to be brutally frank, if we had reviewed this in the first edition, it would have been given a higher final mark than that which adorns this particular review.

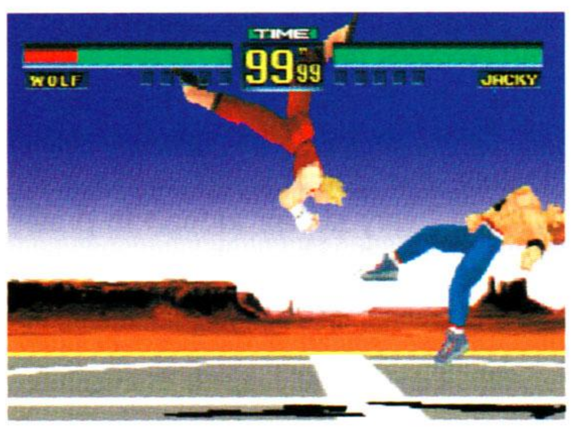
There is no doubt that this is a good value pack. Virtua Fighter is a classic game without a shadow of a doubt, and the opportunity to own this remixed edition for under £30 (along with nice CG portrait disc) would be excellent where it not for one overriding factor - that being the imminent arrival of Virtua Fighter 2. Having played little else this month, it would be too easy to lapse into reviewing the sequel rather than critically appraising Remix. However, the improved resolution, the new techniques, the superior speed, the additional features... It just can't be ignored that Virtua Fighter 2 is hugely superior to this. And having got the sequel, we've lost all interest in this - just as you will when you see VF2.

If you are genuinely hungering for a combat game pre-Christmas and you DON'T own the original plain polygon version of VF, this is probably a good buy - being as it is, cheaper than the ordinary VF and a bit better. However, **MAXIMUM**'s advice would be to hold out for a few more weeks for the sequel. Believe us, the wait will be worth it. Let's just hope the fighters' feet won't be reversed as they are in this game's close-ups...

★★★★

Super-textured 3D action!!





JVC VICTORY BOXING - Vicious fisticuffs without permanent injury!

First impressions of JVC's entry into the Saturn market aren't particularly impressive. Whilst Victory Boxing runs at a remarkably smooth frame rate and boasts quite impressive-looking characters, the action looks very slow and extremely unexciting.

Perseverance does reap its own rewards, however. In the one-player game, as you progress through the rankings, the speed of the game picks up very quickly (as your boxer's skills improve) and Victory Boxing quickly becomes a challenging, quite enjoyable affair.

The graphics aren't bad at all, although the animation does lack the motion-captured touch. The blows often seem to lack much impact, and the characters appear to have steel rods for spines as they move - knocking down an opponent seems particularly amusing. In what seems like particularly ungentlemanly conduct, male versus female fights are also available! The problem here is that female characters are the same build and same basic appearance as the men - apart from bizarre haircuts and crop tops covering non-existent breasts.

Once you get into the game proper and create your own boxer (with his/her own appearance, strengths and weaknesses), the game quickly becomes a lot more interesting and it's possible to pit your digital pugilist against a second player's creation, which does create a fair amount of enjoyable play. In terms of one-player excitement, Victory Boxing is quite successful in giving you a real objective (to become the number one ranked player) and offers various routes up to the top, boosting the longevity of the title significantly.

All in all, Victory Boxing is a recommended game and it will be interesting to see if JVC can beat the jinx of quality boxing simulations selling abysmally in the shops...

★★★★

NHL HOCKEY

Whilst the arrival of a Saturn ice hockey game should be greeted with some enthusiasm (particularly as we're promised super-realistic 3D action from the screenshots), NHL Hockey just doesn't really cut the mustard. On the plus side, the graphics aren't bad and the multitude of options allows you to pan around in 3D and zoom in on the action via a number of intriguing camera angles. Also of interest is the fact that you can finally use that six-player tap Sega released with no games available that could use it. In fact, you can use two of them in the Saturns joy-ports, allowing for 12-PLAYER action! Great eh? Well, no, not really, as the logistics of getting 12 joypads together and actually seating 12 people around the average TV aren't exactly favourable.

Gimmicks apart, when you actually get down to the nitty gritty of NHL Hockey, the gameplay is remarkably average - very similar indeed to previous Sega Sports efforts on the Megadrive. It's an average title really, and unless you're a die-hard hockey fanatic, it's not really worth the bother.

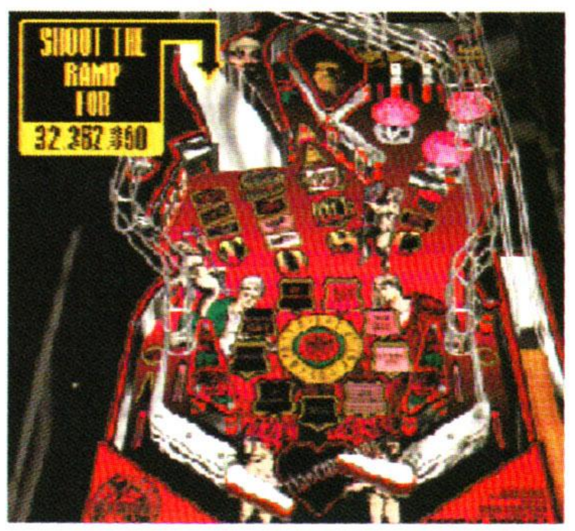
★★

DIGITAL PINBALL

When you consider the unbridled power the Sega Saturn's multi-microprocessor architecture provides, it makes you wonder just how difficult it was to program Digital Pinball. This title is pinball gaming at its most basic. A selection of ten tables are available, all of them really rather simplistic compared to the sophistication of today's real life pinball extravaganzas. Also, the imagination behind some of the leading tables today is far in advance of anything seen here - a shame when you consider that videogame pinball sims have the potential to take tables far in advance of anything you're likely to see in real life.

All you really have to look forward to with Digital Pinball are some pretty, but unimaginative, static screens and realistic ball movement - and that ain't worth forty quid of any one's money. Overall, a playable but uninspiring and short-lived simulation that really has no business getting an official release.

★★



SHINOBI-X

When the finished Saturn chipset got its first airing in summer 1994, one of the first games to be unveiled next to the all-powerful Virtua Fighter was Shinobi-X - a game that promised to take one of the Megadrive's best-loved titles into the next level of gaming with photo-realistic 24-bit colour backgrounds and motion-captured sprites.

Well, the final game is here and on sale now in a local software shop near you... and unfortunately it isn't really worth the money. The action itself remains pretty much identical to its Megadrive predecessors... in fact, to be honest with you, something's lacking. Whereas the 16-bit titles surprised you with incredible music and stunning graphics, Shinobi-X comes as a disappointment. And as for the motion-capture and 24-bit photo-realistic backgrounds. Well, that turned out to be pure invention on the part of misinformed journalists.

Shinobi-X isn't a disastrous release by any stretch of the imagination, but as is the case with many of the official releases of late, you should be expecting a whole lot more in terms of ground-breaking software for your expensive machine. And thank lord, that software is only a couple of months away.

★★

SIM CITY 2000

Merely mention the words "Sim City" to a PC or Macintosh owner and you're bound to be "rewarded" with tales of how utterly brilliant it is and how they've created this awesome city over the last few months and it's expanding well, thank you very much. Now it's time for Saturn owners to get all sad and anorak-like because Sim City 2000 has arrived on Sega's machine. As you might imagine, the game's pretty good as well. It has to be said that there is a great deal of entertainment to be gleaned from Sim City 2000, either in saving a pre-built city from disaster or in building up your own sprawling metropolis.

As a conversion, Sim City 2000 manages to cram in everything from PC game (which is the good news), but unfortunately, points are deducted from this game's overall enjoyment factor because it looks worse than the PC game (which is unforgivable) and runs at a snail's pace when compared with SC2000 running on a 66MHz 486 (which the Saturn easily outperforms). A slightly flawed, but still enjoyable translation of a computer classic.

★★★

CLOCKWORK KNIGHT 2

The first chapter in the Clockwork Knight series turned out to be a bit of a dog. The Saturn's advanced 2D circuitry was put to work in creating some graphically exciting imagery - but the gameplay was an instant remedy for insomnia, providing absolutely nothing new to anyone brought up on a staple diet of 16-bit platform games. What made the situation worse was the severe lack of levels. Clockwork Knight "clocked" in at a hefty tenner a level, with only four different stages on offer.

Well, the sequel is here and the anticipated good news/bad news rule applies. Bad tidings first: Clockwork Knight 2 still only has the four levels. However, those in the mood for a bit of good news should be heartened to discover that despite the stunted quantity of levels, CK2 somehow emerges as a good game.

Graphically speaking, this is one of the best looking games you can see on Sega Saturn - the range of sprites is impressive, the animation cool - but the game really astounds with its backdrops and bosses, which are far in advance of any other comparable next generation product.

Once Clockwork Knight 1 was complete there was absolutely no point returning to it. For the sequel, the programmers have created interesting gameplay additions designed to get you back to the machine. In each level there are four playing cards to collect, secreted in the most difficult-to-find hollows of each stage. Discovering them all offers tons of lastability, which is good - it's just a shame that there isn't more actual levels to fight your way through...

★★★★

MAXIMUM SATURN

Freshly gathered information from issue #1's Questionnaire - which titles are most eagerly awaited by Saturn owners?

1 VIRTUA FIGHTER 2
The game set to revolutionise Saturn gaming as we know it is top of our reader poll.

2 SEGA RALLY
Another Saturn title that redefines what next generation gaming is about. Awesome.

3 X-MEN
Word of mouth is spreading about this excellent Capcom title, reflected in votes received last month.

4 VIRTUA COP
Narrowly defeated by X-Men by just a couple of votes, but interest in Cop remains sky-high.

5 FIFA '96
The PlayStation version is stunning and there's no reason why the Saturn version shouldn't be as good.

INFORMATION SUPPLIED BY MAXIMUM

Super clockwork adventuring!!

GOLDEN AXE: THE DUEL - AM1's home debut plunders Sega's coin-op heritage

Sega have a huge back catalogue of awesome titles that have a pedigree of quality. Golden Axe, Shinobi, Hang On, Altered Beast... Well, maybe not the last one. It seems that Sega are attempting to bolster their Saturn catalogue by resurrecting some of these older titles in the guise of all-new 32-bit releases. Shinobi-X is one such game, and gets bit of a kicking on these pages. Golden Axe: The Duel is another, and whilst not as bad as Shinobi, it's clear that a bit more effort is required.

Unlike the original Golden Axe (which was a sideways scrolling beat 'em up), this Saturn title is a Neo Geo style one-on-one beat 'em up. Just like the SNK games, it's similar in style to Street Fighter II, but also scales in and out of the action - just like the Art of Fighting games. This isn't a bad idea by any stretch of the imagination - until X-Men is released, the Saturn is woefully lacking a decent sprite-based combat game and Golden Axe could've been just the ticket.

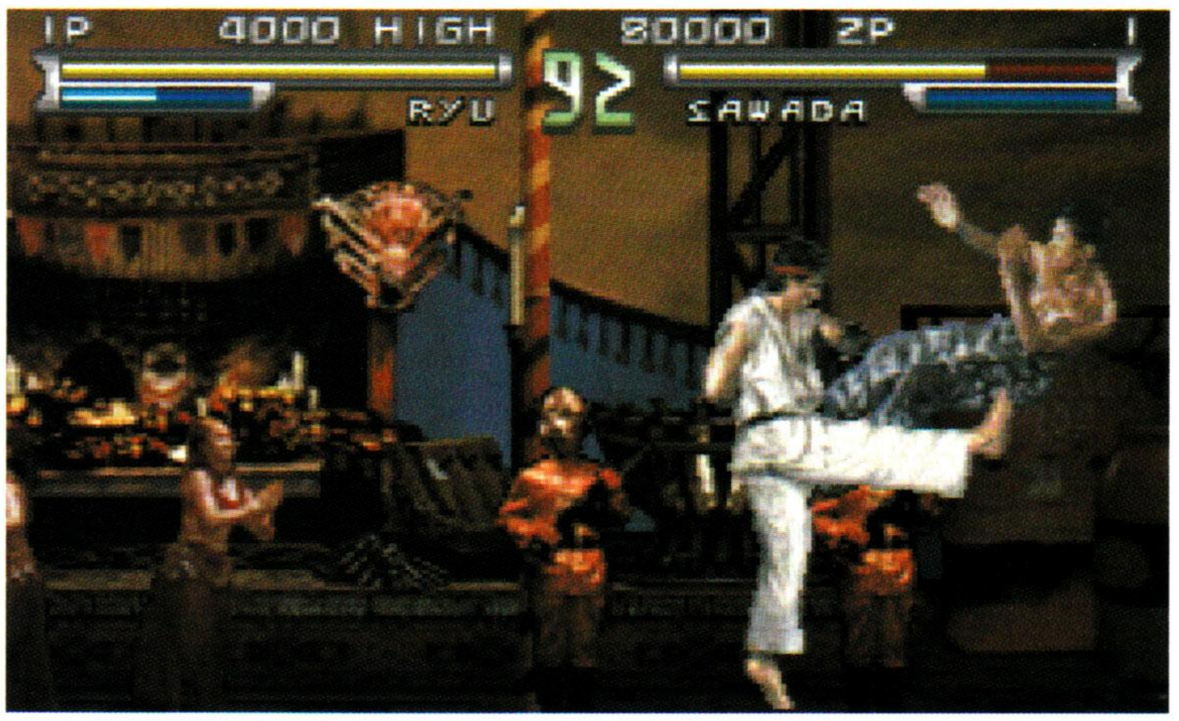
The basic problem with the game is that we've seen it all before. Most of the special moves are straight copies of either Capcom or SNK games and the game also features the most convoluted, difficult super-moves structure we've ever seen. Collect potions by beating up the dwarves, press all three punch buttons and then enter the secret command and hope it hits. It's just a bit too much really. What certainly doesn't help is the somewhat slow response time.

For a 2D beat 'em up to be at all interesting on the Saturn, it really needs to be something *really* special. X-Men: Children of the Atom fills the criteria perfectly, being a super-playable example of the genre with exceptional audio-visuals. Although *quite* pretty and *quite* playable, Golden Axe: The Duel is a clear example of competent programmers coding up a lacking concept. If its 2D combat action you want, steer well clear and set your sights on one of the forthcoming Capcom beat 'em ups.

★★★

Much mystical mayhem ensues!

STREETFIGHTER: THE MOVIE



Capcom in crap game shocker! Yes indeed, the unthinkable has happened. Capcom's first next generation product happens to be one of the worst combat games we've played in quite some while.

Describing Street Fighter: The Movie takes quite some doing as it's not really a conversion of the arcade game of the same name. It's more like Super Street Fighter II Turbo with totally different graphics - the visuals in question being badly digitised sprites and backdrops taken from the poor movie. It's sort of Mortal Kombat meets Street Fighter, really.

The main problem with the game has to be the graphics - the digitisation is extremely poor and not even the Saturn's prodigious colour palette and resolution is enough to make it look any better than Megadrive MKII. The animation is frankly appalling - the range of animation frames on each character seems to be less than it was in the 16-bit versions.

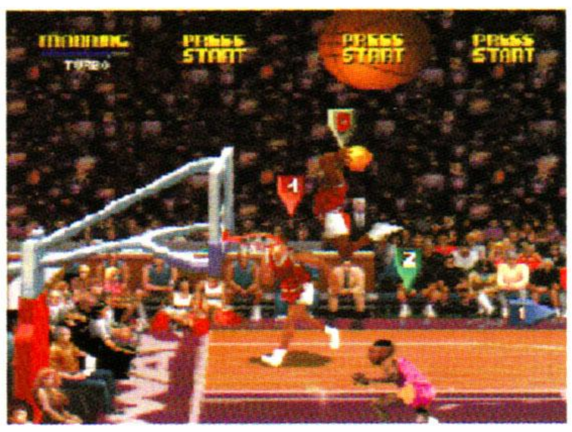
In terms of gameplay, Street Fighter: The Movie is much like Super Street Fighter II Turbo - only not as good. Just about all of the moves (including the supers) have made their way into this game, but often, after a particular move, the gameplay seems to suddenly slow down for no reason at all. The fluid, instinctual response of the previous SF games seems to have been lost and with it, any real compulsion to play it.

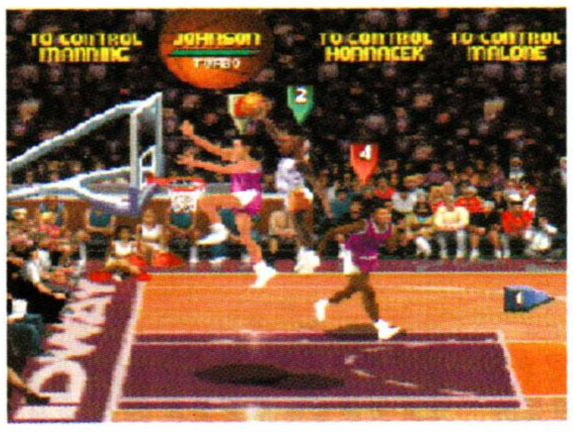
Since the genesis of this particular issue of **MAXIMUM**, we have been playing a particular Saturn Capcom game to death - there's no doubt about it - X-Men: Children of the Atom is an absolutely incredible game and really shows Street Fighter: The Movie up for what it truly is. **MAXIMUM** heartily recommends avoiding this sorry chapter in the otherwise extraordinary Street Fighter series and waiting for the X-Men game. You will not be disappointed.

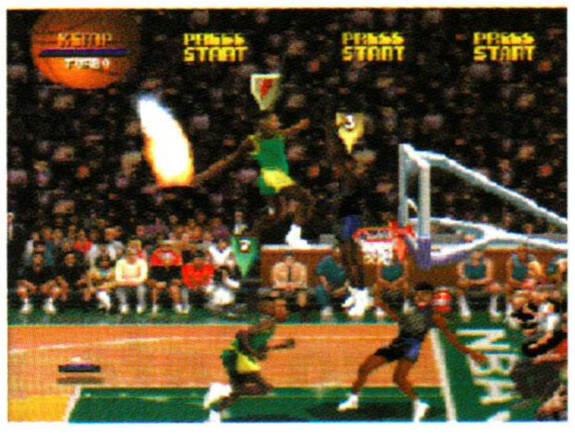
★

NBA JAM:TOURNAMENT EDITION

- You can now jam in the home!







Super-popular in the USA, NBA Jam was a phenomenally successful coin-op that gained its own cult following in the UK, despite the fact that the celebrities (and indeed the sport) contained therein remains of little interest to the videogaming at large.

NBA JAM: TE is a remarkably close conversion of the original Midway coin-op and crams in everything - all of the graphics (including the very bizarre expanding heads), all of the sound (even the commentary) and all the secret bits that were instrumental in making NBA Jam the most popular basketball game in history.

If you're keen on the coin-op, the unprecedented closeness of the conversion is going to make this a particularly appealing purchase for you. If however you've played the game to death on previous formats or just weren't really that keen on what Jam had to offer, be advised that nothing much of significance has really changed in the game's transition from the 16 platforms to 32-bit.

★★★

MAXIMUM SATURN

Another of our questionnaire queries concerned who our readers considered to be the best programmers.

1 AM2
Despite more PlayStation votes than Saturn ones, AM2 still came out top overall as most respected coders.

2 AM3
The conversion of Sega Rally is excellent. Even though you guys haven't seen it, AM3 still do well.

3 SCAVENGER
Based on screenshots alone, Scavenger have already established themselves a good reputation.

4 CAPCOM
The conversionsmiths at Capcom attracted a great deal of the vote, even though none of their best games are out yet!

5 EA SPORTS
Again, it's surprising to see how many votes came in for a team yet to establish themselves on Saturn.

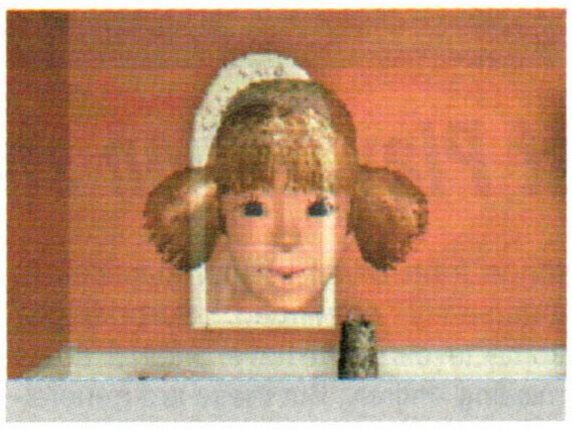
INFORMATION SUPPLIED BY MAXIMUM

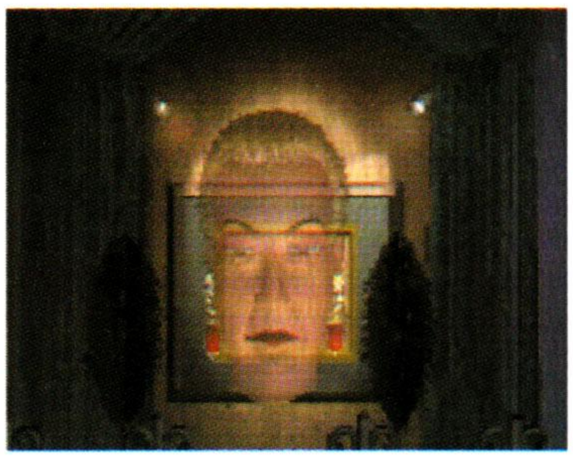
MANSION OF HIDDEN SOULS

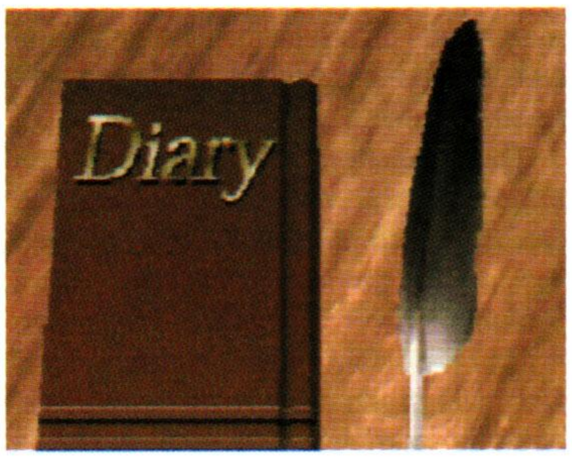
It's a "triumphant" return to FMVville with the arrival of Mansion of Hidden Souls on the Saturn. Known to many in its 16-bit Mega-CD incarnation as Mystery Mansion, this particular title features a fully pre-rendered house to roam in, depicted with the wonders of the Saturn's full-motion video capabilities. As such you're guaranteed a great-looking game, let down by the linear nature of the adventure.

With the advent of super-powerful 32-bit technology, full-motion video games are being shown up for what they are - shallow efforts that really have no excuse for appearing on platforms as powerful as Sega Saturn.

★★







CYBER SPEEDWAY

There is one totally remarkable aspect of this game. No matter how you try, you can't fail to take an impressive screenshot of Cyber Speedway. It's uncanny - you might see a poorly updating, graphically unimpressive game when you're playing it, but as soon as you take a screenshot - wow - it's suddenly looking like a contender. Well, it's not. Cyber Speedway was released during the spring of this year in Japan as the sinisterly monikered Gran Chaser. Everyone thought that it might be better than Daytona USA because it's got more tracks and a two-player mode, but in reality it's like comparing the performance of a Reliant Robin to a Ferrari F-50.

Whereas the games masters at AM2 spent months refining the gameplay of Daytona to get it just right, Cyber Speedway feels nowhere near as good. Because the game features hovering speeders, there's no real feedback to your steering - running over water is exactly like speeding along tarmac, or whatever. This makes for a predictable, tedious ride.

Cyber Speedway is slightly different to the original Gran Chaser in that Sega of America have changed the soundtrack. Gone are the original tunes and in comes some extremely dodgy soft rock music - the same kind of non-descript muzak that Sega of America inflicted on us in its circa 1993 Mega-CD games. Changing music is actually a good idea. What's great in Japan can be poor over here (witness Daytona), but in this case, it just wasn't worth the effort - a sentiment that perfectly sums up playing this particular racing game in general.

★★

SONY PLAYSTATION

Thanks in no small part to the programming talents of Psygnosis and Namco, the PlayStation has achieved incredible success since its launch on September 29. WipeOut and Tekken have revealed a system with incredible power - power that's taken Sony's machine straight to the top. And the quality software keeps on coming.

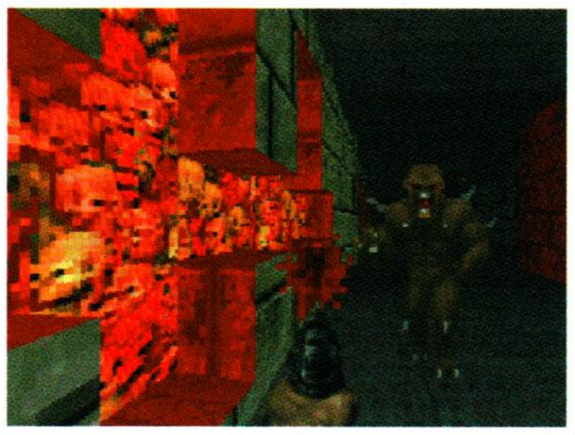
This month, two titles in particular stand out as being excellent games well worth your money. Of course, one such title is Doom - Williams' conversion of the id classic is a game that all PlayStation owners should have (well, unless you also own the PC original) and this is closely followed by FIFA '96 - a clear winner from Electronic Arts.

One aspect of European PlayStation gaming which concerns **MAXIMUM** greatly is PAL conversions. Whilst companies such as Psygnosis (sorry, Sony Interactive) create some excellent PAL games (WipeOut remains the best conversion ever), others leave NTSC code unoptimised, making for a game with ugly borders and worse still 17.5% slower. This really has to be sorted out - European gamers tend to pay more for their games than their Japanese brethren, so we should at least expect games that run as fast. **MAXIMUM** will not flinch at exposing poor PAL conversions in our Buyers' Guide....

DOOM - Venture into the unknown in this special PlayStation version!!

The PlayStation is emerging as a deadly serious contender in the hardware stakes, and a specially enhanced version of Doom is vital, and a perfect showcase for demonstrating the processing power of this machine. As anyone remotely interested in video games knows, Doom was a simply fantastic 3D stomping blastathon that redefined the PC games market, and now PlayStation owners can look forward to more of the same mayhem, and more.

The PlayStation version benefits from several changes, ensuring that this conversion is by far the finest seen so far on a console. The memory space and time taken on this conversion means that a total of 53 normal levels are available (plus secret and unique areas), and these can be played straight through, or from the start of the Doom 2 levels. Four difficulty settings are available, but for extended and expert play plus extra longevity, **MAXIMUM** recommends that you definitely blast your way through this game on 'Ultra Violence', as it provides most challenge without becoming impossibly difficult. You can be sure that your task in hand is phenomenal; the completion of all the levels plus the hidden sectors give you much to accomplish.



Is this the greatest PlayStation shooting game?

After the first couple of levels, any Doom virgin will be totally engrossed in this ultra-violent killing fest, whilst old-hands will either be gleaming with recognition at the variety of killing techniques, scaling bit-mapped monsters, cunning traps and different graphical effects, or else waiting impatiently for some new areas. Unfortunately, anyone wishing for a plethora of PlayStation-only areas is likely to be disappointed; as only one level (apart from the infamous 'Club Doom') is unique, the rest being clones that range from being almost identical, to sufficiently enhanced. Surprisingly, some levels even have original areas missing entirely, but these are generally confined to unimportant passageways that lead nowhere.

The whole PlayStation Doom experience starts with 21 levels from Doom 1 (including such classic arenas as the House of Pain and Mount Erebus), seven levels from Thy Flesh Consumed (a feature that **MAXIMUM** applauds, as these fantastic levels are less well known), and 23 levels from Doom 2. This gives the PlayStation conversion unparalleled longevity, but the fact that these levels are so familiar may well dissuade many previous Doom fanatics from purchasing yet another version.

This question of longevity is an important one which must again be stressed. The **MAXIMUM** team played the entire game through on 'Ultra Violence' over a period of twelve hours, a fact that experienced Doomsters should bear in mind. This ease in completing of the game is helped by the PlayStation joypad which can be fully reconfigured, and benefits from having shoulder buttons to strafe; making movement and dodging extremely easy, but also very satisfying. Other features extend this game's playability still further, such as a two player link-up (via two PlayStations, a cable and two copies of the game) which adds to the fun no end.

A series of minor problems are also present, as the limitations of the PlayStation's 3D capabilities become all too apparent. These include a slight wobbling of wall textures when your player is close-by (a feature that was apparent to a lesser extent in the PC version), a rather weird flattening effect that means certain levels (The Crusher being the prime example) look very squashed and shallow, and a lack of intricate textures on some early levels. Amazingly, this version also suffers from slowdown, running at around the same pace as Doom on a DX2-66; try spinning around a packed room with a Plasma Rifle on rapid fire and you'll see

MAXIMUM PLAYSTATION

At the time of writing, these five games are the best-selling PlayStation titles around...

1 TEKKEN
Selling huge amounts of units on just its first day of release: Namco's Tekken.

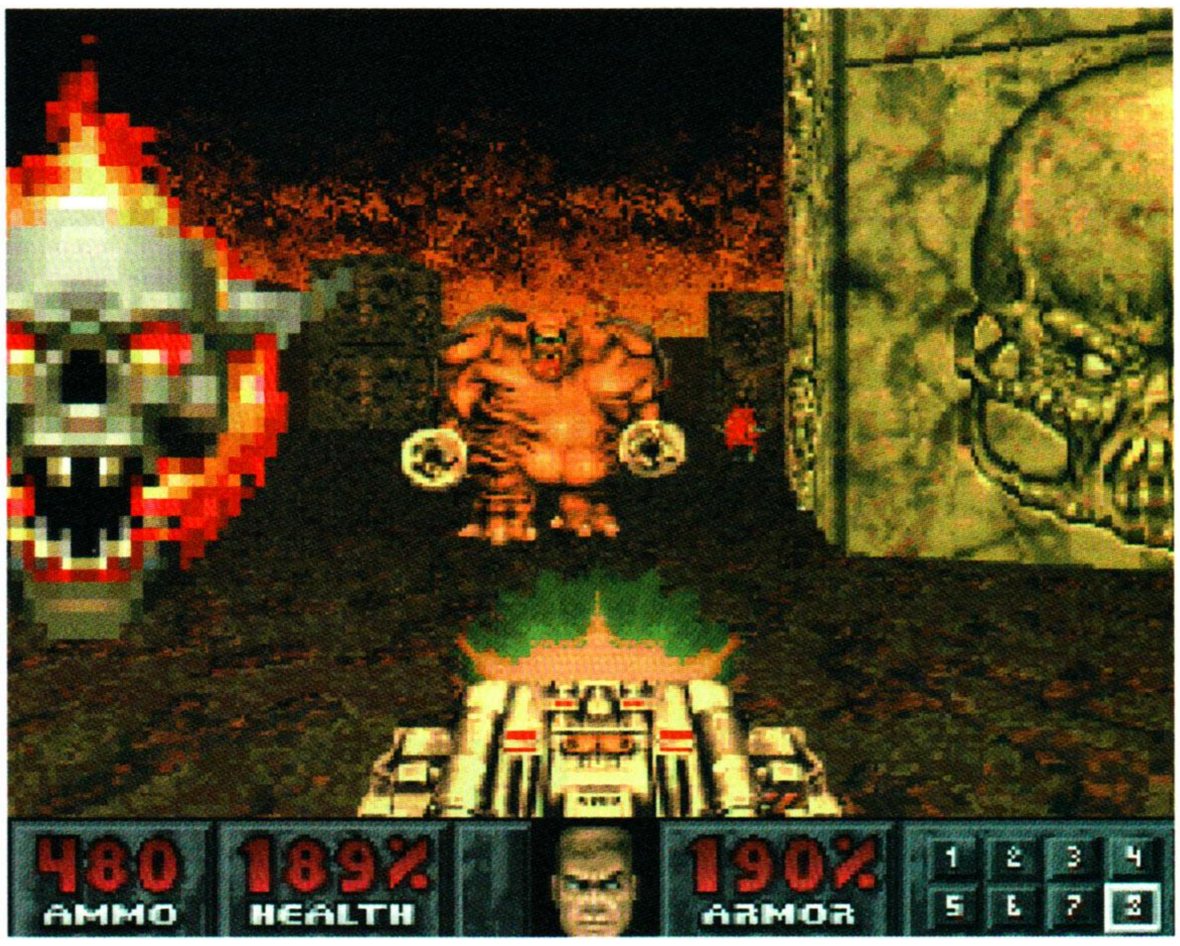
2 DESTRUCTION DERBY
Sony Interactive Studio's second racing title in as many months was a stonking success...

3 WIPEOUT
... Although to date, WipeOut remains the best-selling PlayStation game to date.

4 RIDGE RACER
Namco share domination of the chart with Sony Interactive with this top arcade conversion.

5 TOSHINDEN
Well, it sold really well, but to be honest, Battle Arena Toshinden's a bit old hat these days...

INFORMATION SUPPLIED BY MAXIMUM



what we mean. Finally, **MAXIMUM** is puzzled at the lack of Arch-Viles at any stage during the game, as these golden horrors were one of the high points of Doom 2. All these are extremely minor quibbles, and could be judged as over-critical, but we feel that these points should be stressed nevertheless.

However, despite the odd glitch, the good points far and away outweigh any negative qualms. The variety of levels, unbelievable sound effects, fantastic lighting, huge number of levels, multi-player enjoyment and sheer playability have made this the only 3D stomping blast-fest to buy on any super-console, and is the finest conversion of Doom yet seen. Anyone owning a PlayStation without a copy of Doom on another format should buy this immediately, and those who have tried one of the PC versions would be well-advised also. A real Doom fanatic who has completed all the PC levels should remember that this is essentially the same game with a slightly easier control system, different graphics and vastly improved audio, so only purchase it if playing it through once again appeals to you.

You may feel that we have been slightly harsh, bearing in mind that this the finest conversion of Doom ever (until the NU64 version appears, at any

rate), but remember that this game is over two years old and has been superseded by the likes of Hexen and the forthcoming Duke Nukem 3D. In short, this game gets an unequivocal **MAXIMUM** recommendation to Doom virgins, but old hands should know what to expect and definitely try before they buy.

Still, even when taking all of these comments into account, Doom is still one of the most desirable PlayStation games currently on the market - a hugely exciting hyper-blast of vastly bloated proportions. Oh yes.

★★★★★

STRIKER '96

Football simulations have always been popular, and the original Striker series has usually been a prominant part of the first division. But how does Striker '96, one of the first in what will undoubtably be a long line-up of soccer games for the PlayStation, match up to its opposition?

Graphically, '96 is a definite improvement, with motion capture technology being utilised, but compared with some of the other games of this genre in development, Warner's use of this feature was disappointing to say the least. The gameplay, as with all football sims, is intense, with all the usual techniques such as aftertouch, diving headers and back-heel passes being executable with a series of carefully judged, skillful button pushing.

Annoyingly though, players have the option to change tactics and formation mid-game, by pausing the play and entering the options menu at any time. Fine if you're playing against the computer, but a right bugger when your opponent cuts in just as you're lining up an ace goal. This is also the only way to change the view, which is slightly frustrating if you want to check out a new dimension as you sprint towards the goal.

Striker's a brave effort and compares favourably with current import titles such as J-League Winning Eleven (aka Goal Storm) and Hyper Formation Soccer, but the arrival of FIFA '96 has put this particular effort into the shade. Everything that Striker promises is delivered with a higher quality in the EA game - especially in the all-important area of gameplay. Good, but already improved upon.

★★

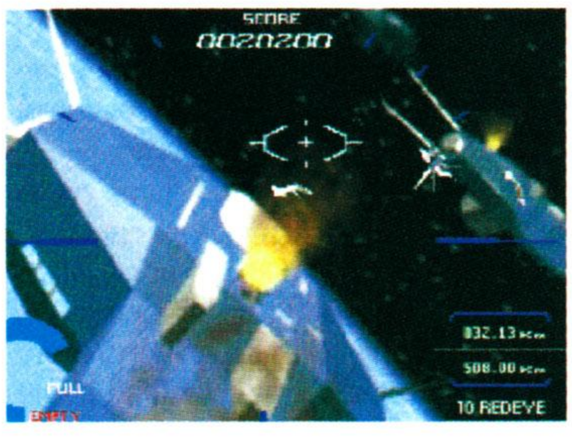
STARBLADE

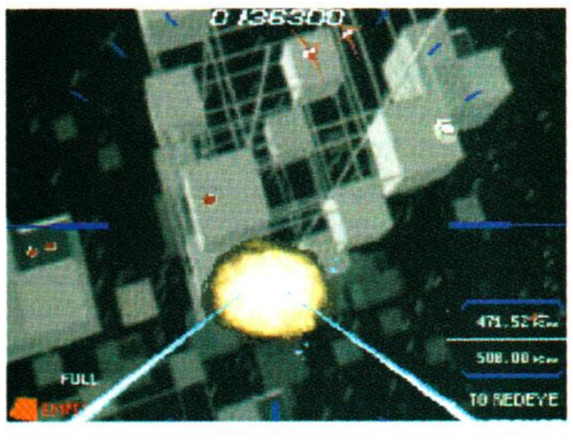
Namco's Starblade was something of a classic coin-op in its day. With its distinctive arcade cabinet and polygon graphics, it quickly attracted the attention of all arcade-goers, who quickly agreed that it was visually one of the most pleasing coin-ops around at the time. Of course, the problem the game suffered from was one of interactivity. Your flight through the stars was strictly controlled by the machine - you just played the gunner role, pointing the crosshairs and blasting the living daylights out of enemy ships.

Whilst this conversion features extended PlayStation-specific modes (such as flat polygon or texture-mapped modes), the gameplay remains exactly the same and whilst this sort of action is fine in the arcades at a quid a go, you don't really get forty quid's worth of satisfaction out of the home product.

It was also extremely frustrating targeting with a joypad. **MAXIMUM** highly recommends the PlayStation mouse for any Starblade activities you might be considering. Of course, Starblade is primarily aimed at fans of the original coin-op, but without the wide screen and the cockpit environment, the experience is lacking. As a conversion, Starblade is good - it's just that this is one particular game concept that's great in the arcades, but lacking in excitement, interactivity and value for money on a home machine.

★★





TEKKEN - Only Namco can provide quality 3D PlayStation combat action!

Can you discover the entire range of 18 deadly fighters?

In the late 1990s, a veiled challenge was issued to some of the finest fighters of the known world. The call escaped no one, and the numerous street fights were only a prelude of what was to come. Now only eight mighty warriors remain; ready to die in the pursuit of their fabled goal; to become the "Iron Fist and Lord of the Rave War".

Tekken is finally available to buy officially, and **MAXIMUM** is pleased to report that the wait endured by British PlayStation owners has been worth it; this is far and away the finest beat 'em up to grace this super console so far. Namco have surpassed their usual high standards when porting over this arcade release to the Japanese PlayStation to such an extent that the home version boasts many more features than the coin-op. But why has this game received so much praise from the gaming community, and why is it worth a purchase?

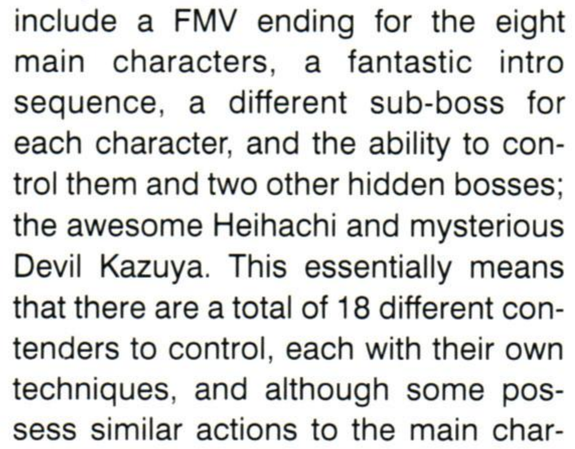
The reasons are simple. The graphics are outstanding, and unmatched by any other PlayStation title (including Battle Arena Toshinden). Each of the game's combatants are adorned with detailed texture-maps, and move with the grace of motion-capture animation running at twice the speed of Toshinden. The backgrounds, although simple layers of parallax scrolling, are also supremely detailed and add even more of an air of realism to the game. These graphics are really a sight to behold.

Of course, gameplay is the all-important aspect of a fighting game, and it comes as no surprise that Tekken is supremely well designed and thought out. The initial eight protagonists are well-balanced, and easy to manoeuvre thanks to the innovative control design of assigning one button to each limb. Throws and holds are simple to master, requiring the pressing of two buttons together, whilst more complex manoeuvres require timing and an assortment of joypad waggling. The complex punches, grappling and advanced moves set this game apart from Toshinden, as the Tekken characters are far easier to control and are resplendent with a greater variety of moves and fluid animations.

The fact that all these characters have so many different and complex moves adds considerably to the game's lifespan, but Namco have added even more extras to heighten this game's appeal even more. These include a FMV ending for the eight main characters, a fantastic intro sequence, a different sub-boss for each character, and the ability to control them and two other hidden bosses; the awesome Heihachi and mysterious Devil Kazuya. This essentially means that there are a total of 18 different contenders to control, each with their own techniques, and although some possess similar actions to the main characters, they are sufficiently different to warrant mastering.

The only disappointment is regarding the PAL conversion. Sony's Phil Harrison appeared on TV recently promising an arcade-perfect conversion and although an outstanding game, this is noticably inferior in terms of speed. After playing PAL Tekken, and then loading up the Japanese equivalent, you really do notice a slower speed and obtrusive borders; an unfortunate oversight that Namco should really have rectified, especially as Sega have pledged a full-screen, full-speed optimisation of the forthcom-

VIEWPOINT



Well, it was at least a good idea on paper. There is absolutely no doubt in our minds that Viewpoint is one of the premiere shooting games on the Neo Geo - its isometric 3D blasting action is second to none. The thought of a PlayStation conversion was enough to get us quite excited, especially when we saw an awesome-looking demo running at the E3 show in May.

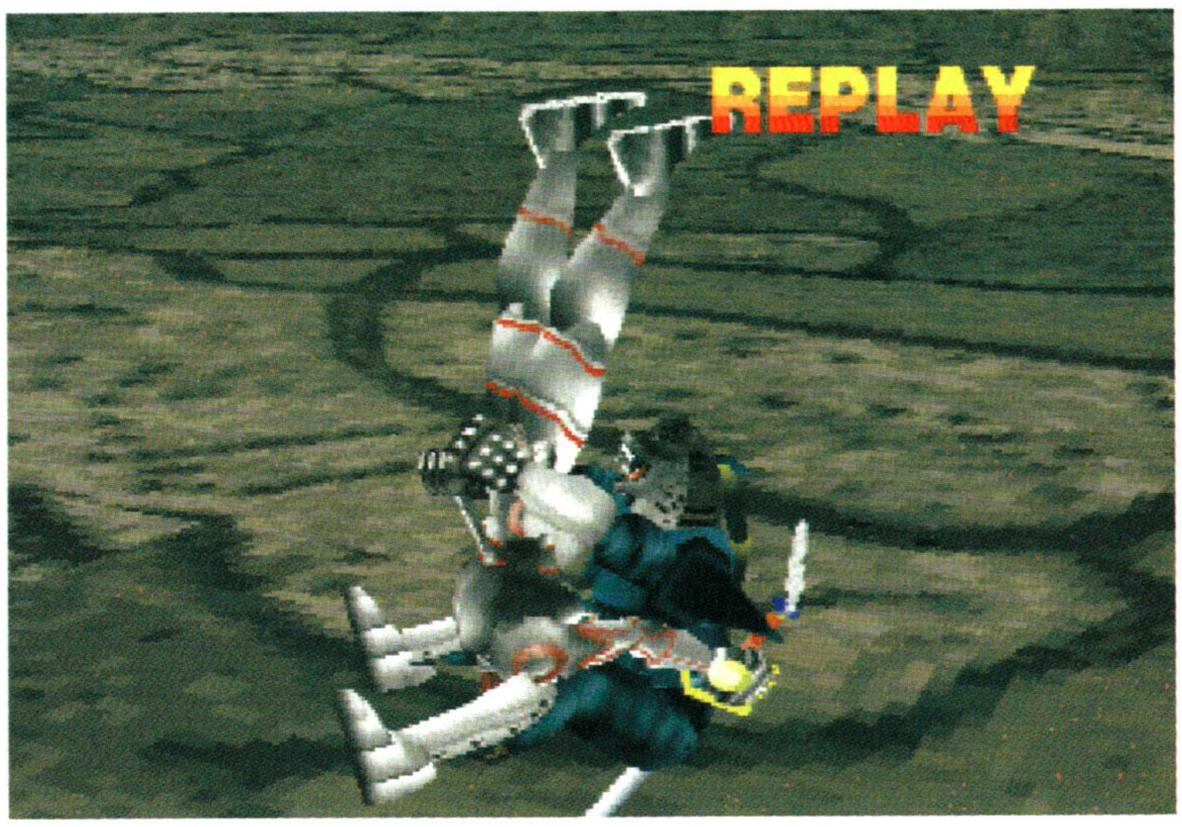
Now the final game has arrived and we have to say that we're quite disappointed with the result. As expected, the graphics have been spruced up a tad, with the PlayStation's lighting capabilities put to excellent use with some stunning explosions and reflective effects. Having said this though, it has to be said that some of the graphics seem slightly unfinished - unbelievably, certain sections appear better on the Neo Geo.

Viewpoint on Neo Geo had some truly superlative music (which was almost as good on the CD version). Unfortunately, the tunes have been totally changed and to be honest, they aren't half as good as they were.

Judging Viewpoint as a game on its own (as opposed to comparing it to the Neo Geo), it's not bad at all, offering plenty of blasting action and much entertainment. It's also very, very tough, which is bound to earn it some fans - and as a game, it's unique.

Overall, a pretty solid game that offers something new to PlayStation - but unfortunately, the original is light-years ahead in the gameplay department, despite the inferior technology.

★★★



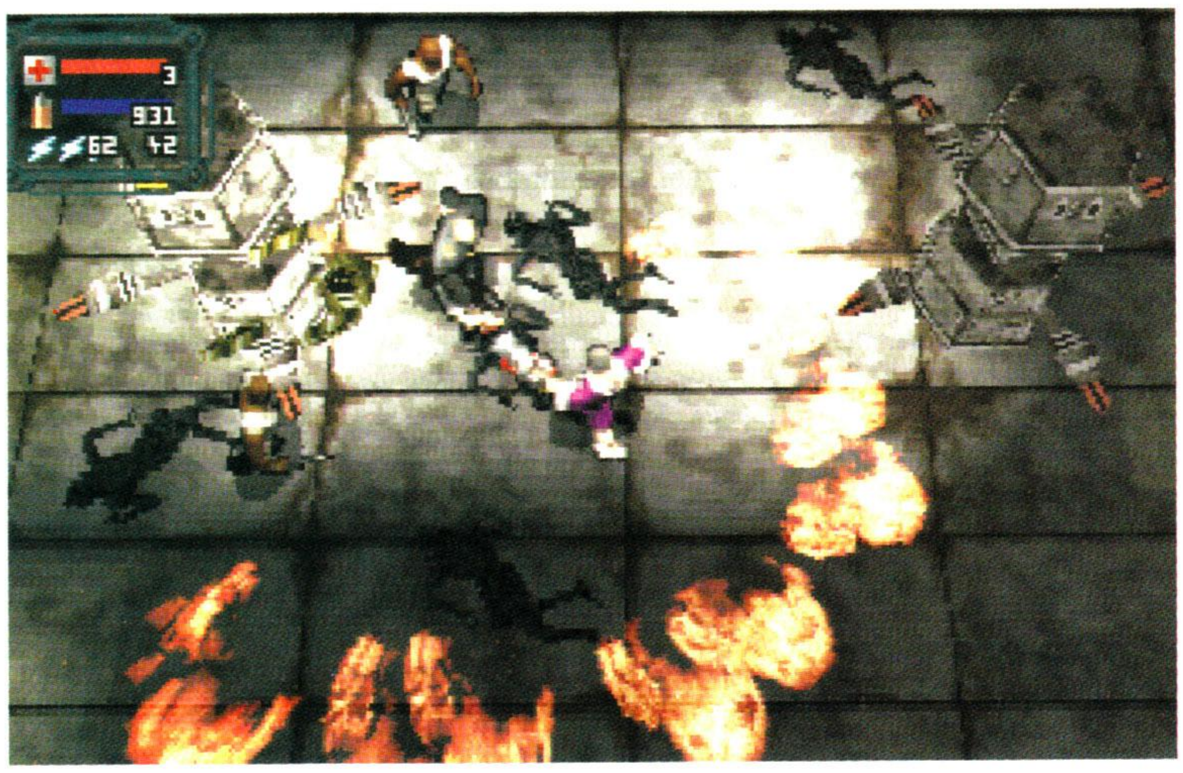
Take control of ALL the bosses

ing PAL version of Virtua Fighter 2. Newcomers who have never played the import copy before won't notice these failings, but old hands at Tekken (be they arcade or import version players) will realise that this is a badly slowed down and bordered version of an arcade classic, and not a perfect conversion as has been claimed.

That major fault aside, Namco have created a fantastically entertaining action title, one which should definitely be part of your PlayStation gaming collection. A conversion that is still thoroughly recommended.

★★★★★

LOADED

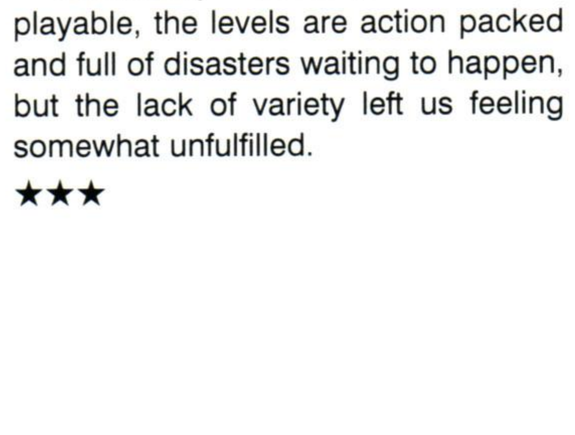


There's nothing quite like a bout of good old fashioned butchery to release the tensions of day to day life. Loaded, Gremlin's latest top-down shoot 'em up for the PlayStation, certainly provides that! It's all about complete carnage as you struggle to escape from a space prison, blasting your way through as many bodies as possible as you go. Sound familiar?

Set in some pretty impressively animated environments, players take control of one of six hardened space cons, each with their own special brand of "eccentric" behaviour (such as cross dressing and carrying a missile launcher that looks uncannily like a pair of breasts!). Loaded is packed with imposing weapons and power-ups to collect in order to make a bigger mess of the hoards of enemy sprites bearing down on you. Unfortunately, it seems that Gremlin spent so much time making Loaded look and sound good - which it does - they haven't spent enough time making the game play well. Although all the characters possess a major personality flaw - they actually play exactly the same, so it doesn't matter which one you go for.

One interesting feature of note is the four-player option, which links two PlayStations together (with two people on each machine). It's hardly an earth-shattering development and it's certainly not half as entertaining as Doom or WipeOut as far as multi-player action goes, but as an addition to the game, it's certainly worthwhile.

This is a game we've seen many times before. It's almost a remake of Team 17's Alien Breed or even The



Bitmap Brothers' Chaos Engine, but in a lot of ways, more repetitive than either. Come to think of it, even Bounca's comedy breasts are lifted from the cartoon Tank Girl.

Technically accomplished and playable, the levels are action packed and full of disasters waiting to happen, but the lack of variety left us feeling somewhat unfulfilled.

★★★

MAXIMUM PLAYSTATION

There's nothing quite like victimising poor quality software, and that's exactly what we've done here. Leave these five well alone!

1 STREET FIGHTER: THE MOVIE
Apparently some stores are actually giving Street Fighter: The Movie away free with the PlayStation. Oh dear.

2 NOVASTORM
Psygnosis produce some of the most stunning PlayStation software in the world. Novastorm not withstanding.

3 METAL JACKET
Hopes were high for this game before its release, what with it being the first link-up game and all. What a disappointment.

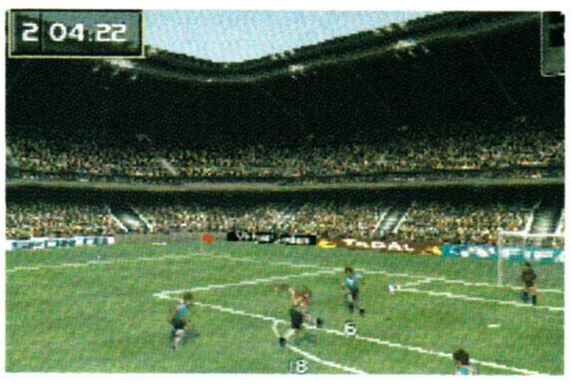
4 COSMIC RACE
Well, erm, the less said about this particular debacle the better. Not the best advertisment for PlayStation...

5 CRIME CRACKERS
Sega showed this at the '94 CES Show next to the Saturn to show how "crap" the Sony machine was. Tut tut.

INFORMATION SUPPLIED BY MAXIMUM

FIFA '96 - Does the EA Sports formula transfer effectively onto PlayStation?

The 32-bit video games market is just beginning to take off into something really big in this country, but for a market that is still in an embryonic stage of development, there are an awful lot of football games vying for attention. Of course, when FIFA '96 emerged from the stable of Electronic Arts, we had to take a look, despite trying to forget the more mediocre titles of recent weeks (such as Warner Interactive's Striker '96). However, any qualms that we had regarding the stigma attached to 'Soccer' titles soon faded when we sat down and started to play one of the finest and entertaining football games for the PlayStation.



You see, the problem with many of the other football games available on the super consoles is that they just don't play like a game of football. But with FIFA '96, you get a eleven players that gel together into a cohesive football team, rather than other games' attempts which end up being a glorified game of ping-pong. Of course there is a huge number of on-screen shots that can be attempted in FIFA,

Introducing EA's patented Virtual Stadium 3D technology!

such as headers and bicycle kicks, but the main point favouring it is that the speed of the players and the way they are controlled is as close to a real game of football as you are going to get. Forget fancy polygon players; playability is all-important, and FIFA has it just right with this version (and so they should after numerous attempts on other formats). When controlling your bit-mapped player, you can turn, weave, dive, shoot and run with the inertia and realism of a human footballer, and the computer-controlled players also behave in exactly the sort of way that you would expect them to.

A large number of features also accompany this game and make it stand out from the crowd. Seven camera angles may be employed, and all are useful to some degree, but the Cable Cam provides the best in-game roving viewpoint. The beloved John Motson pipes up occasionally with general football commentary, but he remains unobtrusive and can be switched off - an option you'll definitely be using later on as he does become a tad repetitious.

Embarking upon a league is an excellent way to spend a few hours, as any tournaments may be saved to memory card; and there are so many choices, from choosing Brazil to Sheffield Wednesday and even a FIFA all-stars side or a same team match. The remarkably user-friendly options ensure even the most demanding players will be satisfied, and once the game begins properly, you will appreciate the time and honing skill that has been lavished upon this product by the truly professional EA Sports coders.

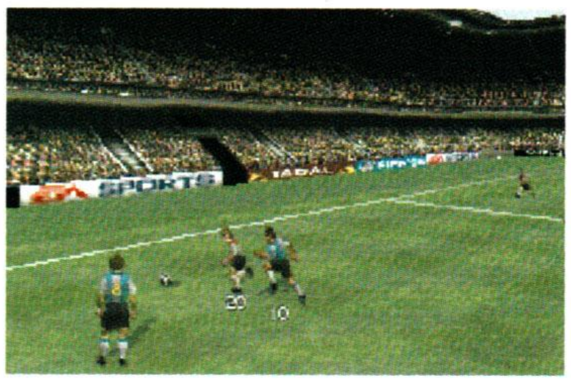
The only flaws found were the penalties, in which the players seemed to lack their usual supreme controllability,

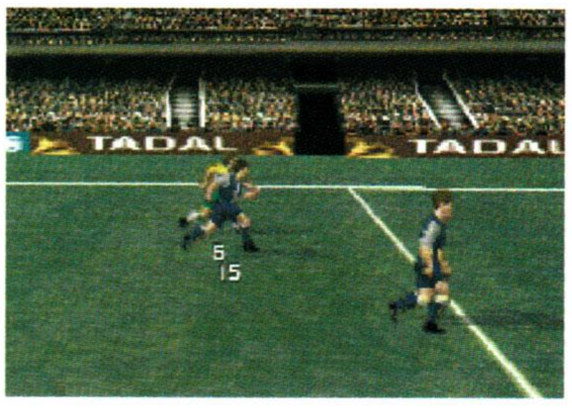
Not the first - but surely the finest - football game around!

the pixellation of players when up-close, and the 'humorous' cartoons that appeared on the gigantic stadium scoreboard, but these were personal feelings, and certainly did not diminish the gameplay at all.

This is an excellent football title that you should think about purchasing very seriously, and one to pick up immediately if you have no previous EA FIFA titles. This is one game of football that has the lastability to stay well ahead of the pack.

★★★★





MAXIMUM PLAYSTATION

In issue #1, we conducted in-depth research to find out the most eagerly awaited PlayStation games. And they are...

1 TEKKEN 2
Absolutely no doubt about this one - everyone wants to see if the PlayStation game measures up to the awesome coin-op.

2 TEKKEN
When we were published, this game hadn't been released. A very popular choice indeed.

3 RIDGE RACER REVOLUTION
Lordy - another Namco title, with the Japanese company occupying the top three slots. And rightly so.

4 FIFA '96
A great level of anticipation for this EA Sports debut - and thankfully the game delivers. And then some.

5 TOH SHIN DEN 2
Great things are expected from you lot with regards to Takara's beat 'em up sequel.

INFORMATION SUPPLIED BY MAXIMUM

ESPN EXTREME GAMES

If you've ever stood at a pelican crossing in the middle of London, taken one tentative step into the gutter, and then had your kneecaps sliced off by a passing bicycle courier, ESPN Extreme Games will serve you with the ultimate satisfaction! Not only is it one of the most enjoyable racing games on the PlayStation (and there are certainly enough), but the added bonus of being able to kick the stuffing out of anyone who dares to try and pass you (especially those racing bikes) makes it a wholly fulfilling experience. The object is to race against fifteen other competitors, across four different tracks, clocking as many of the bonus gates as possible on the way through. There are three bonuses - yellow gates for championship points, green gates for hard cash, and blue gates to remove obstacles from your path and fling them in front of your opponents. On every track there is a hidden path to really rack up the readies, and if you get bored with bashing the crap out of the other riders, aim for the chickens and rabbits littered around the road, and watch them explode in a ball of blood, fur or feathers. You can make life more interesting by choosing to ride roller blades, a skateboard, a bike, or a street street luge (a bit like a tin tray with wheels). Your choice of rider effects this a lot, as they all have differing levels of skill in each discipline. You can also buy better equipment with the money you earn by chinking your way through the green gates.

Once you're kitted out, you can enter the championship - but make sure you take a ready supply of Band-Aids, because you're not the only one who does the punching! The courses themselves look great. Slick, texture-mapped landscapes of Utah, San Francisco, South America, Italy and Lake Tahoe scroll past at a considerable rate of knots, with some nice details in the incidental obstacles, such as rolling barrels and bloody great trains that conveniently chug across the track, just as your speedo his 70mph!

The sound track is a little repetitive, but you can turn it down and concentrate on making the most impressive sequence of "Ughs" and "Oofs" as you slam your competitors face first into the nearest wall. There's a split screen two player option as well, so you can give your friends a good kicking too!

Our only real criticism is that ESPN would have benefited from a couple more tracks to really get the pulse racing. The other criticism it would be fair to level at ESPN is that the PlayStation already has a glut of excellent quality road racers with Ridge Racer and WipeOut being significantly more preferable than this offering.

★★★★

CYBER SPEED

With a multitude of high-speed racers scheduled for release on the PlayStation over the coming months, games of this genre are going to have a tough time catching the publics eye. For starters, WipeOut will always be a pretty tough act to follow, and frequent comparisons to the same game may have put Cyber Speed under undue pressure to meet the extremely high standards set by it.

It is basically a racing game, but for some reason known only to them, Mindscape have chosen to suspend the vehicles from a clothes line type affair, instead of having them belting along a track or skimming along above its surface.

The in-game graphics are quite nice, including some great adverts for futuristic household goods between races, and whilst it doesn't move quite as fast WipeOut, it's still got a reasonable feeling of speed to it. There are ten tracks and eight customised vehicles, as you compete in a championship season dodging obstacles, collecting power-ups and blasting the daisies out of your fellow competitors. But the nature of the tracks with their overhead wires means that you really feel as though the job is being done for you, and the tendency is to jam your index finger on the accelerator pad and let centrifugal force do the rest. Actually, it's a lot more involved than that, as taking the right degree of inclination on the bends can shave valuable seconds off your lap time, therefore placing you in the top three and allowing you to progress to the next track. However, we'd prefer to be given the option of driving like a complete lunatic and spinning off into the distance at every corner if that's what takes our fancy - the consequent lack of "feeling" is sorely missed.

In short it looks good, but it plays like a dog, and once the novelty of the adverts wore off, the office copy of WipeOut has rightfully reinstated onto the PlayStation and Cyber Speed was relegated to the games drawer.

★★

THEME PARK

Originally released on the PC over a year ago, Theme Park is probably one of the best sim games around. It manages to strike a balance between in-depth game play and personality, which you don't get with the more brow-furrowing games of this genre.

The PlayStation version is almost identical to the original PC version - your task is to build a park, staff it, stock the warehouse, negotiate with suppliers, buy out other parks, fund research and development, and generally keep your particular herd of cute little punters thinking happy thoughts (whilst grabbing as much of their cash as possible!). But then, unless you've been travelling the galaxy in an alien space craft for the past 12 months, you'll know this already.

The lack of improvements in the conversion is extremely disappointing. The only significant difference (which frankly, adds nothing to the gameplay) is a natty little view option, which allows you to take a 3D rendered jaunt around your park, from the perspective of the punter. This novelty is only slightly marred by the fact that the moment you enter this view, all your little sims mysteriously vanish, leaving you to wander, sad and lonely, around an apparent ghost park.

So, if you haven't already got Theme Park, and you're into sims, buy this and you'll have hours of fun. On the other hand, if you've already got a copy on another format, it's a total waste of money (unless of course you've got shares in Bullfrog, or you have plans to construct an attractive coffee table using nothing but sim game manuals!).

★★★

MAXIMUM REVIEWS

SNK NEO GEO

As you can see from the rather stunted look of this issue's Neo Geo reviews section, there has not really been an awful lot of SNK releases this month! Games we were expecting such as Mr Do, Samurai Shodown 3 and Metal Slug still await release and even this month's special - Pulstar - remains available on cartridge only (a mini-review of the CD version will be provided in a future issue if there are significant differences).

This month's big SNK news has be the big tie-up with Sega, which promises great things for both companies. As you shall discover in the news section, no tidings have yet surfaced on the SNK end of the deal - for example, what Sega characters of games shall appear on Neo Geo? No details have appeared as of yet and no coders have been assigned, but rest assured, **MAXIMUM** is pledged to report all developments in the deal.

PULSTAR - *Is this the ultimate sideways scrolling blasting game?*

In this age of 3D graphics and advanced visuals, it's all too easy to forget good old fashioned gameplay. However, what with the Neo Geo being a decidedly 16-bit piece of kit, coders tend to have to put in a great deal more effort to make their games a success in the arcades. A great example of this is SNK's stunning King of Fighters '95 - graphically it's years behind the Tekken 2s and VF2s of the world, but in terms of gameplay KoF is bang up-to-date.

A similar state of affairs is evident in Aicom's debut title Pulstar. There is a nod towards today's technology in that the sprites are all pre-rendered 3D objects a la Rise of the Robots, but otherwise, it's business as usual. Unashamedly an R-Type inspired sideways scrolling blasting game, Pulstar impressed **MAXIMUM** by just being an exceptionally excellent game to play. Everything that made the Irem shooters so classy has made its way into Pulstar. The smoothness and fairness of the gameplay remains, only this time the game is a lot tougher - on the default setting (level four), even experienced blasting veterans are going to have trouble clearing the first quartet of stages - hence the inclusion of a level select that enables you to jump straight to stage four. There are eight stages in all and completing the game on anything other than the easiest difficulty setting is guaranteed to take absolutely ages. The balance of the gameplay is well-judged - relying just as much on skill and reactions as on memorising the attack patterns.

A shooting game is often judged on the quality of its bosses and in this respect, Pulstar is an absolute triumph. The same theme of bio-mechanical beasties has been ported over from R-Type, but this time the meanies look ten times more impressive - thanks in no small part to the CG origins of all of the sprites in the game.

The arrival of Pulstar would seem to mark a turning point in the produce of SNK and Neo Geo supporting companies. There was a time when 99% of titles available for the machine were one-on-one fighting games. It's great to see that coders are bringing their accomplished arcade skills to bear on other genres - there's even a home-only Samurai Shodown RPG coming out in 1996 - a title that is greatly anticipated by **MAXIMUM**.

Sure, the Neo Geo is never going to be able to compete with Saturn and PlayStation in terms of 3D technologically ground-breaking videogames, but in terms of 2D, it's definitely in the same league as the new machines, with videogames like Pulstar showing that the SNK machine has the software to compete on this level.

★★★★

MAXIMUM NEO GEO

A healthy range of Neo Geo software is in the works as we speak, with these five being the most awaited games in Japan.

1 SAMURAI SHODOWN 3

The second sequel to the ground-breaking Neo Geo fighting game, currently on test in London arcades.

2 SAMURAI SHODOWN RPG

This title is still deep in development and would be the first home-only CD Neo Geo product. This should be hot.

3 METAL SLUG

Neo Geo developer Nazca has developed this sideways-scrolling blaster with military overtones.

4 BRIKIN'GER

Saurus have programmed this new rendered blasting title.

5 ART OF FIGHTING 3

The arrival of King of Fighters eclipsed Art of Fighting 2. Will the sequel take down SNK's prize fighter?

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MAXIMUM REVIEWS

PC/CD ROM

The PC market has expanded hugely over the last few months and super-powerful Pentium technology has now reached an affordable price-point - a state of affairs reflected in the software **MAXIMUM** has received for review. Over the last few months, games have become far more dependent on a decent amount of CPU welly and from what we've seen, that state of affairs is set to continue with next generation PC products like Quake and Into The Shadows. Both will run on a 486 machine, but to fully appreciate the software, you really need a decent Pentium.

PC gaming is also set to be boosted with the advent of new 3D accelerator boards designed to complement Pentium technology. Most exciting of all has to be the NVidia 3D graphics card which promises to be graced with a range of excellent Sega Saturn games. Virtua Fighter Remix and Panzer Dragoon are up and running, looking most excellent indeed.

For the time being, **MAXIMUM** is proud to reveal two five-star PC products. Hexen *is* better than Doom and well worth buying - it's a graphical masterpiece and plays extremely well. Virgin's Screamer also gets top marks and shows that the big companies are willing to give a good price-point to top-quality software.

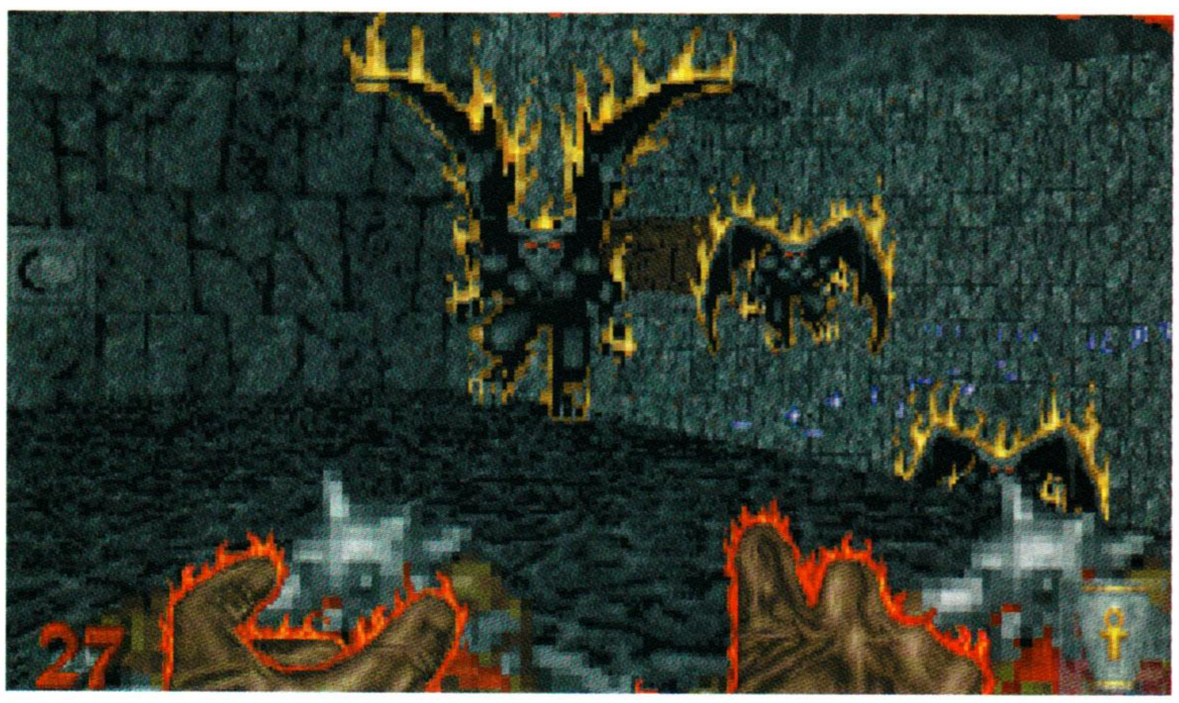
Still... on with the reviews.

HEXEN - The finest mediaeval hack-fest ever!

The programmers at Raven are to be heartily congratulated for creating the ultimate first-person hack-and-slay adventure game in existence. What at first appears to be just another sequel soon transforms into a truly great action title with a number of cunning puzzle elements.

What initially sets this game apart from Heretic and the flood of other 3D slashers (such as Witch Haven) is the ability to select one of three characters; each with their own strengths and weaknesses. Next is the actual level design, and for this Raven has chosen a refreshingly new approach, constructing a central Hub with a number of branching and inter-twining sub-levels. This leads to your character choosing their path rather than being guided around a rather linear series of rooms, proving that 3D games have matured and still have a lot of mileage left in them. This view is also backed by Sega and Sony, who both have firm conversions planned.

What is vital for any video game is it's entertainment value, and this is where Hexen excels. There are some moments of sheer frustration; such as when you've got just one more switch to flick but cannot locate it; and wonderment when you first discover just how big the level you're on really is,

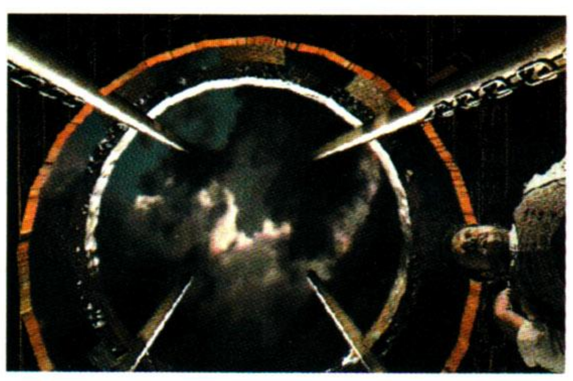


but the variety of weapons, power-ups, monsters and pathways ensure excitement and periods of frightening silence followed by frenzied attacking. With the volume cranked up, and the lights turned down low, this really is gaming at it's most intense. This is so involving that the first time a Heresiarch is dispatched, a wave of relief will wash over you... until you realise that it only gets tougher from now on!

A wide variety of relentless foes appear for you to defeat, until the final dramatic confrontation with Korax himself, which involves the most number of enemy casualties ever seen in a video game. A special mention must also be made of the secret levels waiting to be found (such as the Maze) and the multi-player option, all of which adds to the game's credentials.

This is a game where a huge amount of time and effort has gone into it's construction, and Raven are to be congratulated for their meticulous attention to detail. This could have so easily been a simple Heretic rehash, but Raven have wisely programmed a much more enjoyable and involving hackathon, which they are to be justly proud of.

★★★★★



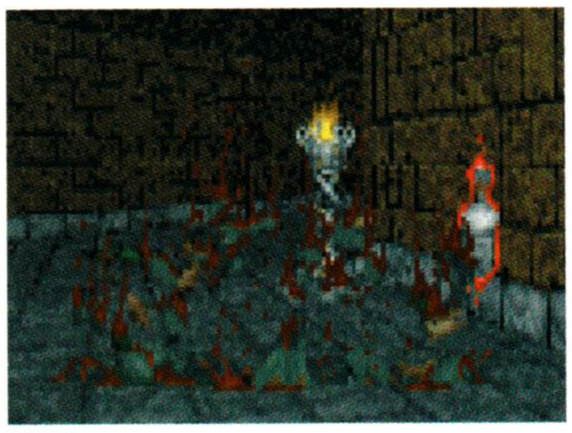
FRANKENSTEIN

Our interactive friend, Tim Curry, seems to be popping up everywhere these days, and Interplays version of the classic horror story Frankenstein is no exception.

In the game, you play the role of the monster, who has been hacked up and strung up by a frenzied mob, for the crime of murder (obviously the wrong crowd to upset!). Tim Curry plays the evil Dr. Frankenstein, who bears a striking resemblance to Jeremy Beadle, and brings you back to life as part of a dastardly experiment in immortality. Here, the similarity with Mary Shelley's' original tale ceases, as you commence a mission to free yourself from the clutches of the evil Doctor, resurrect your dearly departed daughter and clear your name of the heinous crime with which you've been accuse.

This is basically a Myst style game, and offers nothing new to excite RPG fans. The action is slow and laborious, and whilst the 3D graphics look cool, they're simply not interesting enough to keep players riveted.

★★



MAXIMUM PC/CD ROM

After a quick inquisition of the MAXIMUM team, the following games turned out to be the most awaited PC products...

1 QUAKE
Yes, a boring choice, but we've seen an early version and it looks brilliant. id simply MUST deliver!

2 INTO THE SHADOWS
Doom meets Virtua Fighter 2? Awesome graphics and the Scavenger brand name promise a quality title.

3 HEXEN 2
A sequel has just been announced and if it's as great a leap as Hexen was over Heretic, this will be HUGE.

4 DUKE NUKE 'EM 3D
Early previews of this game promised much and we're still waiting for the final product with bated breath...

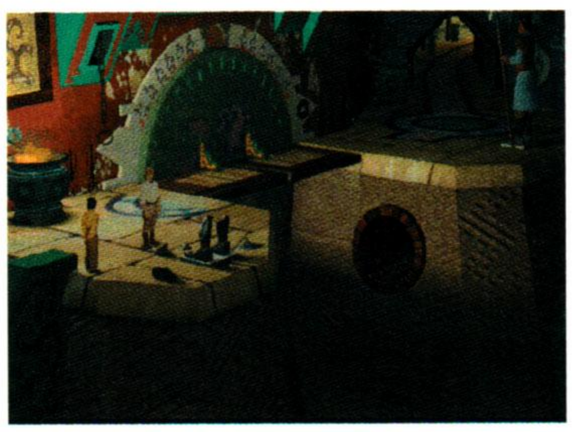
5 VIRTUA FIGHTER REMIX
The first NVidia product PC is a game that's conceptually light years ahead of anything else in the PC beat 'em up market.

INFORMATION SUPPLIED BY MAXIMUM

PC/CD ROM

SHARPEN YOUR BLADE, SUMMON YOUR MAGIC, AND BATTLE AGAINST KORAX'S MINIONS IN A QUEST FOR THE SURVIVAL OF HUMANITY!!

THE RIDDLE OF MASTER LU



Yet another RPG to hit the PC this month (it must be the breeding season), is this masterpiece of puzzle-solving programming from US Gold.

Set in 1936, Ripley and his companion, Mei Chen, are charged with the responsibility of locating and securing a sacred talisman, outwitting dastardly Chinese blokes, saving the world from global conflict and keeping their meagre business afloat! You play the role of Robert Ripley (of "Ripley's Believe it or Not" fame), as his quest takes him around the world combating evil and generally being a good egg. All pretty standard stuff, I hear you say! Well yes, it is actually. But, as well as the extensive storyline, what really makes Riddle stand out from the crowd is the way that it looks and sounds.

Produced and developed by a fairly heavy duty team from Sanctuary Woods, the game uses digitised, rotoscoped characters with the voices of real actors, supported by some stunning hand painted backdrops and cinematic surroundings. Couple this with some brain bashing puzzles, and you might as well lock the door, turn on the answer phone and get in a good stock of junk food, as this game keeps you vexed for days at a time.

★★★★

SCREAMER - Put your foot to the floor and race to the next level!

Who says the PC can't handle Ridge Racer or Daytona USA? Screamer is awesome!

There has been much speculation in recent months as to which high-speed circuit attack will hit the top of the charts for the PC. Last month saw the release of Fatal Racing along with F1 GP and Destruction Derby being just a couple of the contenders lining up on the starting grid. But, to date, Virgin's Ridge-racer style Screamer is by far the best.

To say the game is fast, is a bit like saying that Pavarotti could lose a few pounds. When you are snugly strapped in to the drivers seat of one of the 13 supercharged cars on offer, with your right foot pushed firmly southwards, you move like excrement off the proverbial shovel!

The normal game, otherwise known as practise mode, allows you to tackle the courses in your own time, without the frustration or embracement of being kicked, unceremoniously, out of the Rookies League. The default setting automatically reverts to 3 laps in this mode, but complete beginners will probably want to reset this to a choice of either 5, 10 or 25 laps, as if you're anything like me, you will just be getting warmed up, and rapidly approaching the leading pack - as they buzz across the finish line, leaving you to limp in last. One really nice feature of this mode is the replay sequence, which takes you blow by blow (and I mean blow) through your performance on the track from a variety of rotating camera angles. You can use this function to analyse your skill and judgment at taking the best racing line, or for the more serious racers among us, to review the spectacular smashes and crashes as you ram your unsuspecting opponents into the hoardings.

Talking of smashes and crashes, this is possibly the most annoying feature of the game, although that is not intended to be a criticism. In the championship mode you race against 9 computer controlled opponents, who, as you progress through the difficulty levels of Rookie League, Amateur League and Pro League, relentlessly plough their way faster and faster around the most suitable racing line for their purpose - regardless of whether you happen to be in the way! This very often sends you flying off into the undergrowth, and flipping over like pancake, only to emerge unscathed, but back in ninth position again.

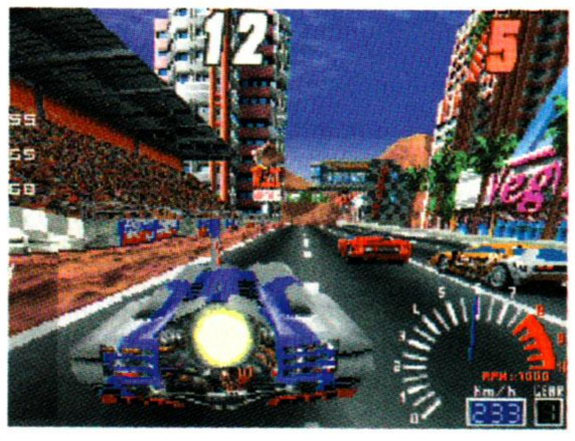
Visually, the game is stunning. All of the 6 tracks on offer are supported by excellent graphics that scroll smoothly, although you need to be running on a Pentium to gain the full benefit as you career around them at break-neck speeds of up to 357km/h.

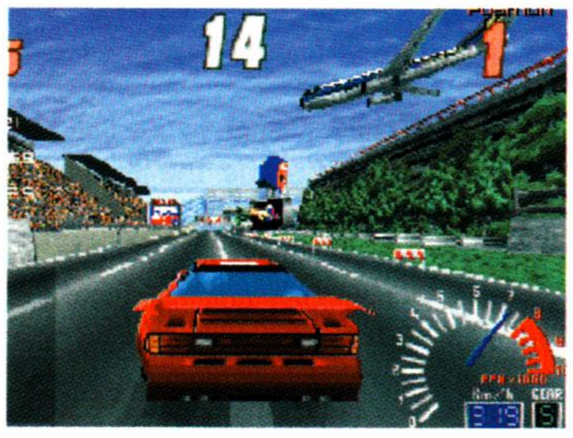
As with any racing game, a decent selection of wheels is essential, and I was very impressed with the array on offer in Screamer. In total, six different models, from Ferraris to Porches to all American Corvettes, all available with both manual and automatic gear boxes. The handling of these beasts, around the six available tracks was very true to life, making for some spectacular spin-outs and crashes. In the style of the arcade racers like Ridge Racer and Daytona, four different views are on offer, of which the best by far, if you want to maximise the sensation of white knuckle, graze your chin on the tarmac speed, is the full screen view with no elements of the car visible.

Initially, we were concerned as to the longevity of the game, but as you progress through the ranks, your interest is held by the addition of the six existing tracks inverted, and a tasty little number called the Bullet Car - which is basically a turbo charged rocket on wheels! Then there's the Time Attack game, Cone Carnage, Slalom and the network option for up to eight players to really keep you on your toes (piece of advise though - if you're networking at the office, avoid ram raider style tactics on the MD when you're up for a pay review shortly!).

My only real criticism is of the commentary, done by two particularly annoying American gits, but then you can always turn them off in the options menu (would that that were true in real life!). All in all, a very impressive game that will keep you entertained for many a long winter night. The icing on the cake that elevates this game to five-star status is the price-point - all of this available for a comparatively cheap £29.99. Need we say more?

★★★★★





STONEKEEP- Does this role-playing release measure up to current classics?

After years in development, Interplay's epic adventure has finally arrived

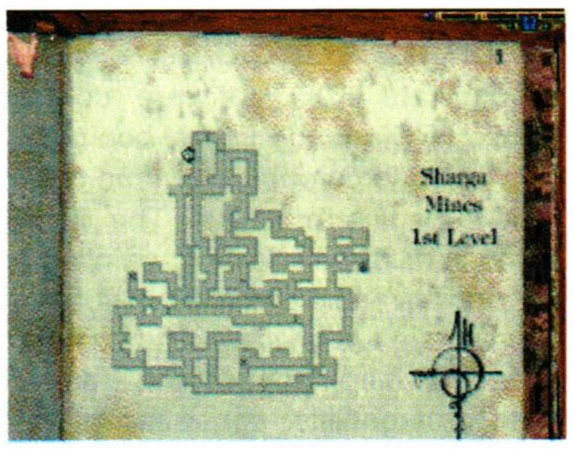
After seven years in development, Interplay have been taunting us for the past two years with the forever "imminent" release of the fighting adventure Stonekeep on the PC. During these two years, it has been previewed to death by virtually every specialist mag around, so it's any wonder that when we heard it was finally coming in for review some of us actually started dribbling!

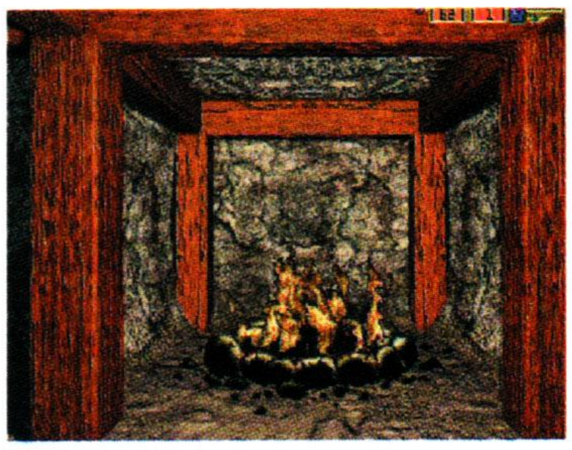
In the game, you take charge of Drake, a heroic young soul whose family and friends were slaughtered when he was a small boy, by the merciless megalomaniac, Shadowking, who - surprise, surprise - wants to take over the world. Years later he returns to his home, only to find it overrun with giant ants, goblins and all manor of creepy crawly monsters (tsk tsk.... and this used to be such a nice neighbourhood!). The object is to slay the beasts, solve the puzzles and defeat the shadowy overlord, using a variety of skills and weapons such as Magick, stealth, axes, hammers and pole arms. All this action takes place in an atmospheric 3D rendered world, with some fairly good sounds to complement the environment.

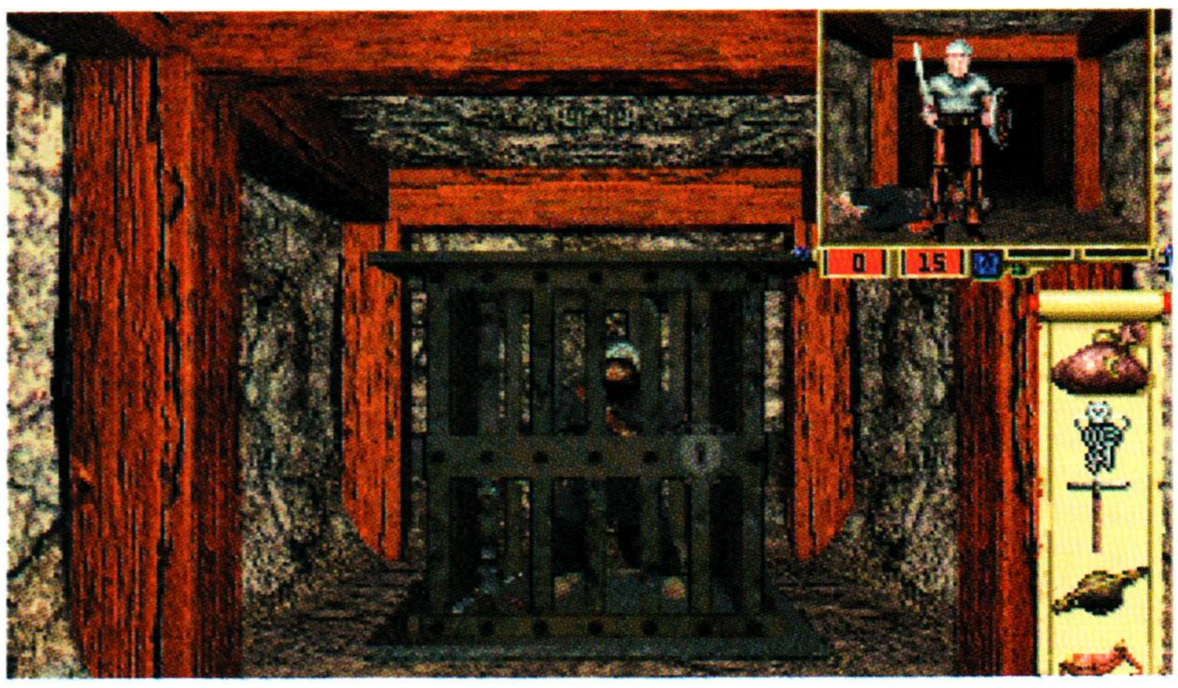
Well, it's all very well stuffing a game full of impressive sights and sounds, but without decent gameplay to hold your attention any game is going to fall flat on its' face. Stonekeep falls in between two different styles of game - the classic RPG like Dungeon Master, and the fighting fantasy like Hexen. Unfortunately, it pitches its tent firmly in neither camp, but flounders hopelessly between the two. As an RPG, there just aren't enough puzzles, and those you are posed with are are a cinch, and therefore not taxing enough to hold the attention for long. As a straight fighting fantasy, we'd have expected plenty of fancy weapons and gruesome ghouls that explode in all manor of grizzly ways, leaving a trail of blood and guts littering the floors and walls. In this respect Stonekeep is also sadly lacking, as the fight sequences are sluggish and distinctly unremarkable.

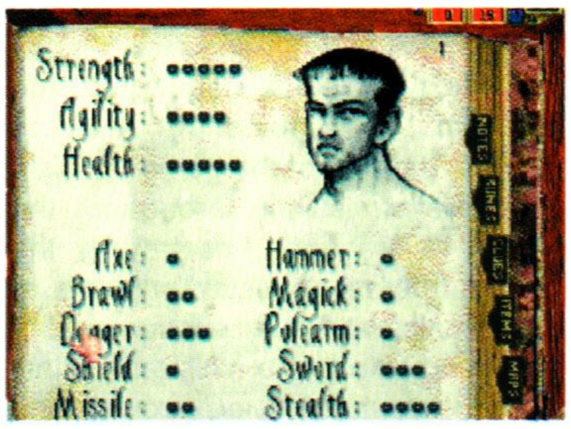
At the end of the day, had Interplay got their act together and released this game a year ago, we would have all been fairly impressed, but with a legion of games from this genre lining the shop shelves at the moment, Stonekeep has a hefty job on its hands making an impact on the market.

★★★









PC/CD ROM

3DO

What is widely regarded as the first "next generation" system is having something of a mixed month. As we write, industry trade paper CTW has just announced the arrival in the UK of a £199 3DO system - making it about the same cost as Megadrive and 32X (together) and not really that far away from the Atari Jaguar's price-point. This is excellent news as anyone with even just the two brain cells to rub together will see that this is a clearly superior machine with far more impressive software.

The problem of course, exists in the form of Saturn and PlayStation, both just £100 more and both boasting top-quality software that's already threatening the established 3DO classics (see the **MAXIMUM** 3DO box for a list of our favourites). Of course, some more killer software would certainly do wonders until the M2 appears and unfortunately, you aren't likely to find it in this month's review section. The appearance of ancient titles such as Wolfenstein does the 3DO no favours and even Blade Force, although a solid game, loses its appeal very quickly. To stand any chance of seizing the initiative away from Sega and Sony (and next month, Nintendo), 3DO needs a new master-plan. And some good games.

BLADEFORCE - Full 3D Heli-Suit flying action strikes on the 3DO!

MAXIMUM 3DO

With the 3DO going through (another) rocky patch, we offer a guide to the past titles deserving much more praise.

1 RETURN FIRE
The finest hour for 3DO strategy and action addicts, this highly playable game offers a huge amount of fun for Desert Strike fans.

2 SUPER STREET FIGHTER II TURBO
An almost arcade-perfect conversion of Capcom's seminal fighting title, featuring more secrets, characters and playability than any other conversion.

3 THE NEED FOR SPEED
Breathtaking graphics and spectacular crashes combine in a car racing game to challenge any competitor.

4 SPACE HULK
A 32-bit revamp of a 16-bit classic, Space Hulk involves you in tense strategic battles against hordes of ravenous Genestealers.

5 THE HORDE
Aside from the 'wacky' humour, this is another excellent strategy title that has a mediaeval youngster defending his land from advancing demons.

INFORMATION SUPPLIED BY MAXIMUM

Amongst a trickling dirge of second-rate 3DO software comes Studio 3DO's Blade Force, hoping to claw back some popularity (and credibility) for the machine. The initial demo is most entertaining; painting a convincing and humorous picture of future life in the chaotic 22nd century. The FMV intro features the game's main protagonists, consisting of the deviants and mutants of society, and points a finger of fun at 20th century cultural trends (such as cults and big business). With the help of Dr Grubert, the developer of the Flight Suit, you hope to rid the Megagrid metropolis of all crime and general unpleasant behaviour.

The Flight Suit is initially odd to control; as you are unable to reverse at all, so overshooting an item pick-up can be an annoying experience as you turn 360 degrees (using the strafe option) to retrace your steps. However, a training mode is available for you to hone your hovering antics, and the overall feel, inertia and control of your hover suit is effectively programmed.

The 3D cityscapes are also some of the best seen on the 3DO. A distant and permanent mist masks the 3DO's limited horizon for polygon updating, but the smog-filled nature of the futuristic setting is useful for explaining away this technical limitation. Of greater concern is the glitching encountered when your character skims the ground or hits a building, leading to a sizable amounts of polygon warping, whilst some low-level ground objects can actually be flown straight through. The other main graphical difficulties lie with pixelation of foreground polygons, and the viewing obstruction of the Flight Suit itself, which hides part of the screen.

Once you have negotiated the somewhat uninteresting training ground, the rest of the game consists of different missions throughout the whole of Megagrid, destroying the central operations; establishments of the various evil figures encountered in the introduction. The missions mainly take the form of flying around and shooting at ground targets, with the odd airborne target making an appearance, and this is one of the game's failings; there is too much ground strafing and not enough air-to-air combat. What is evident and in plentiful supply are ground targets (mainly turrets and enemy installations) that can be defeated with a small amount of strafing and cannon fire.

This is a moderate and fairly entertaining 3D action game that has much to offer, and remains unique, having no comparable game on any other super console (aside from the PlayStation's forthcoming G-Police). Unfortunately, the lack of variation in level design and graphical shortcomings stunt what could otherwise have been a recommended and interesting 3DO title, but it is far and away the finest release of the current offerings.

★★★

WOLFENSTEIN 3D

Ancient id game arrives on 3DO

Interplay has decided to release the originator of all 3D walking shoot 'em ups on the 3DO, much to the puzzlement of the **MAXIMUM** team. Firstly, it must be stated that this is a slightly superior version to the venerable PC original (which, it must be said, graced us with its presence over four years ago), and on a par with the Atari Jaguar conversion, despite lacking some of the blood effects.

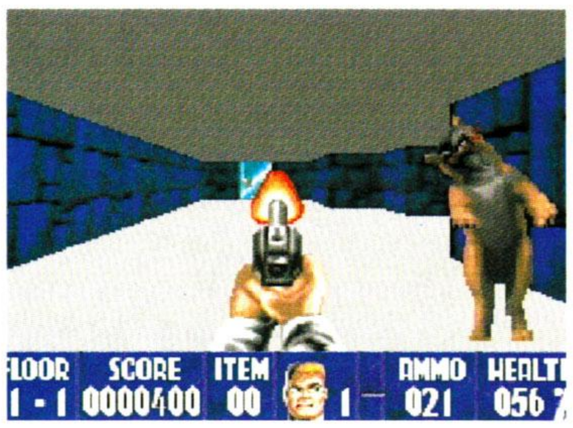
There are 50+ levels of wandering action, involving exploration and the destruction of an evil Nazi castle and the surrounding countryside, and a group of levels are split into one of seven scenarios. All the levels follow the same formula; you open doors and kill Nazi troopers, collect treasure and bigger guns, before facing a big Nazi with a bigger gun at the end of your hard-fought slog. This gameplay has since been refined by Doom, Heretic, Dark Forces, Hexen and a plethora of other titles, meaning that Wolfenstein quickly becomes somewhat tiresome and very, very repetitive.

There are two major problems with this release, despite the exact conversion it has received. Firstly, it is old, and when the Jaguar can beat your schedule to releasing this title by over a year, you know something is wrong. Secondly, the 3DO faces almost overwhelming competition from the Saturn, PlayStation and others, all of which offer a superior software line-up (PlayStation Doom verses 3DO Wolfenstein anyone?).

So why have Interplay signed for this elderly gentleman of a game that was suffering its age slightly when it limped over to the Jaguar and the Super NES? To be honest, nobody knows; it is something no one has been able to fathom. This would have received adequate praise had it been a 3DO launch title, but as we edge forward into 1996, this ancient game (on a console that is desperately trying not to be seen as 'extinct') does the 3DO no favours whatsoever. This is only for extreme Wolfenstein fanatics only, and anyone else even remotely interested in this genre should wait for the (eventual) Doom conversion. Let us hope 3DO Doom doesn't take quite as long to appear.

★★

3DO



STARFIGHTER

Air Combat for the 3DO?

This futuristic air-combat simulator has finally made an appearance, and from the pleasant but grainy rendered introduction to the 3D polygon action itself, you can immediately tell that a fair amount of time has been spent on this product. There are 15 theatres of war to fly through, a number of angles where the action can be viewed from, and various other options to make your flying combat experience as streamlined as possible.

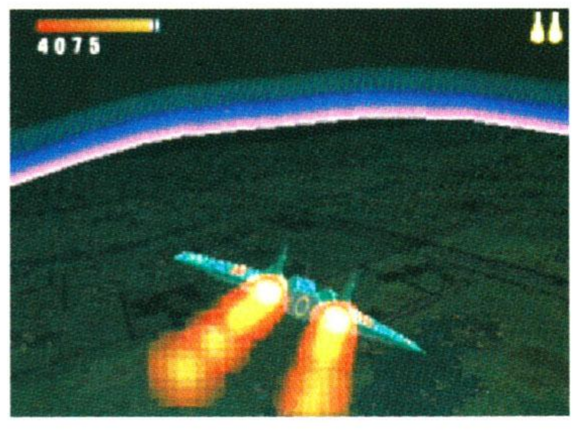
But when you actually start the game, you begin to experience some of the many flaws that this game has in abundance. Firstly the craft. It looks pretty, and exhibits some rather pastel vapour trails, but it moves horribly. When you attempt to turn round for another pass, for example, your plane starts to tumble to the ground and you must fire your engines and keep at an angle. This is just plain annoying, and leaves you angry for much greater in-game control.

The second problem is slowdown. The many pastel explosions that accompany any repeated target shootings result in blocky but impressive visuals, but when your aircraft is anywhere near to the detonation, expect the frame rate to drop to five frames per second or less. Thirdly, the music is terrible. A case in point is a teeth grinding track with the words 'death by stereo' repeated over and over by a warbling 'techno' woman. A more subtle approach to background soundtracks is needed for this type of game, as the music feels very disjointed with the flying action.

There is little to make you persevere, as the first three missions are nothing but simple target shooting levels. You can collect a variety of objects from exploded buildings which gently float skyward (and then usually disappear just as you reach them), but they have little effect to the overall feel of the levels. Your first attacking mission has you acing a number of ground targets (including boats and SAM bases), but the dreadful control system leaves your plane ripe for enemy retaliation as you pointlessly try to dodge the hails of missile fire.

This could so easily have been an excellent combat arcade title, as it attempts to emulate the PlayStation's Air Combat and is visually appealing, but everything goes to pieces after your first attempt at a turn. This is another wasted opportunity for the 3DO, and when inevitably compared to Air Combat , this ultimately fails to present a credible alternative.

★★



THE NEXT ISSUE OF

MAXIMUM

Next month, **MAXIMUM** is jetting off to Japan to visit the Shoshinkai Show - where the Nintendo Ultra 64 will be revealed for the first time. You've heard the hype, you probably are aware of the "tech specs" - this is your first experience of the games proper. One hundred Ultras will be on display and ten games are revealed in all their glory. **MAXIMUM** has vowed to return with the ultimate in information.
And while we're in Japan, we might just scare up the odd exclusive or two...

In terms of other features, next month's **MAXIMUM** promises to be one of the most excellent editions yet, with huge amounts of awesome coverage expected on the likes of Virtua Cop and ThunderHawk 2 - to name just a couple of the excellent next generation products we have in store. Also, you can expect to see part two of our unparalleled Virtua Fighter 2 coverage - Kage, Sarah, Shun, Wolf and Lau are exposed in gratuitous detail, along with full details of the final production version - and hey, there may even be a review of this incredible product too. Ready yourself for full reviews of the PAL versions of Sega Rally Championship and Virtua Cop. Plus, more Tekken 2! More codes are revealed and more characters exposed with only the level of detail that we can provide. And continuing the superlative levels of arcade coverage, **MAXIMUM** could well be getting hold of a certain Capcom coin-op called Marvel Super Heroes... and maybe Fighting Vipers too.

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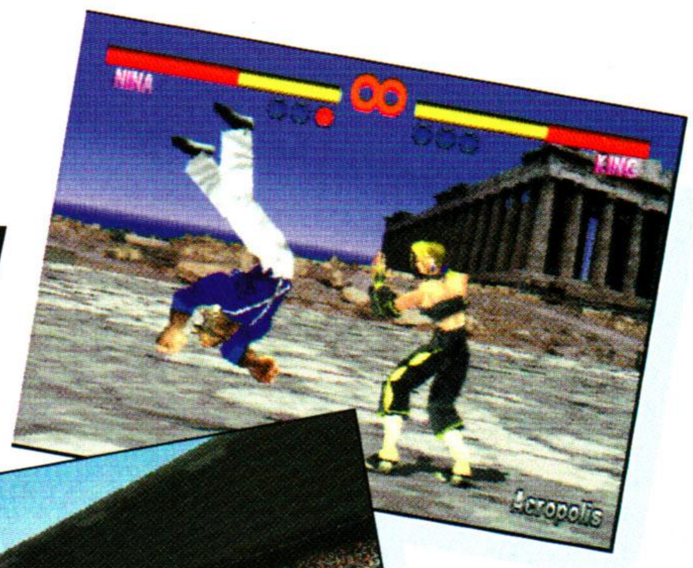

FIFA '96 Electronic Arts top rated football game is now available for the Playstation

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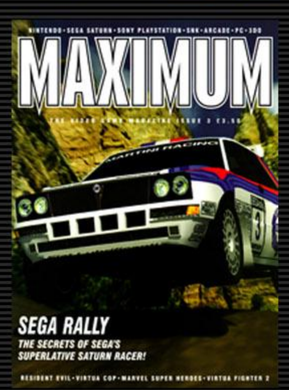

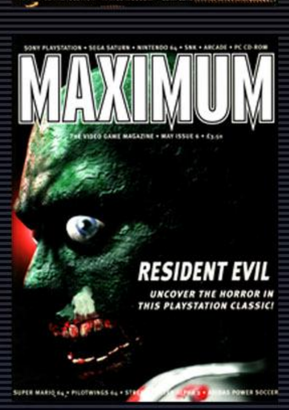

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